

Name : Malus O.C.C. : Ranger
Alignment : Scrupulous R.C.C. : Wolfen
Sex : Male Age : 24 Height : 9 ft. Weight : 413 lbs.
H.P. : 19 S.D.C. : 59 P.P.E. : 11 Attacks : 5

I.S.P. : 20 Commune with Animals Sixth Sense
I.Q. : 10 Initiative : +1 Save vs. Horror Factor : +4
M.E. : 13 Strike : +7
M.A. : 09 Parry & Dodge : +9
P.S. : 31 Roll w/ Punch : +5 Punch / Claw : 2D4
P.P. : 28 Pull Punch : +2 Kick : 2D6
P.E. : 14 Combat Damage : +16 Bite : 2D4
P.B. : 12
Spd. : 30 Horror Factor : 12 Nightvision 40 ft.

W.P. Long Bow +3 to Aimed Strike W.P. Pole Arm +1 to Strike & Parry
+1 to Parry
Studded Leather 38 S.D.C. A.R. 13
Voulge 5D6 + 16 +8 to Strike +10 to Parry
Long Bow 3D6 + 16 +10 to Aimed Strike +10 to Parry
Knife 2D6 + 16

Hand to Hand: Expert	Language: Faerie Speak	55%
Athletics (general)	Language: Eastern	55%
Body Building & Weight Lifting	Language: Wolfen	98%
Boxing	Prowl	25%
Running	Recognize Scent of Others	16%
<u>Wrestling</u>	- Mate or Offspring	26%
Animal Husbandry 45%	Skin & Prepare Animal Hides	45%
Detect Ambush 35%	Swimming	40%
Falconry 30%	Track Blood Scent	20%
Fishing 40%	Track Humanoids	40%
Holistic Medicine 32%/20%	Track & Trap Animals	40%/50%
Identify Plants & Fruits 40%	Wilderness Survival	50%
Land Navigation 50%		

Money : 160 in gold.

Equipment : Two sets of clothing, a cape, moccasins, a pair of soft leather gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, fishing line and hooks, 3 snares, a pair of medium sized metal "jaw" traps, a set of skinning/tanning knives, a small hand axe, a six foot length of light chain, 30 feet of rope, 3 wooden spikes, a small mallet, small mirror, a lantern, frying pan, and a tinder box.

Family : Married to another Wolfen named Tarsa.

Disposition : The forest is his home. He'll protect it and any of its many creatures with his life. Anyone who causes great harm to it will be hunted down with extreme prejudice. He shuns civilization in general. If at all possible, he will avoid any type of city or town. Also, he has a strong dislike towards humanoids. In his experience, they tend to fear and judge him by appearance alone. He feels most humanoids are this way and won't change. However, he tends to be optimistic and believes that there are a few good ones out there. If he meets any, he'll most likely try to befriend them. Even then, he'll still keep his eye on them. After all, you never know if it is a trap to lure him off guard.