Name : Svrai Alignment : Anar		<u>O.C.C.</u> : Merc <u>R.C.C.</u> : Troll	•
Sex : Male	<u>Age</u> : 34	Height: 14 ft.	Weight: 672 lbs.
<u>H.P.</u> : 39	<u>S.D.C.</u> : 87	<u>P.P.E.</u> : 8	Attacks: 6
<u>I.Q.</u> : 05	Initiative		s. Horror Factor: +4
<u>M.E.</u> : 05	<u>Strike</u>		s. Magic/Poison: +13
<u>M.A.</u> : 05	Parry & Dodge		s. Coma/Death: 40%
<u>P.S.</u> : 40	Roll w/ Punch		
<u>P.P.</u> : 16	Pull Punch	<u>:</u> +5	
<u>P.E.</u> : 35	Combat Dama		$\frac{d \text{ Hands}}{d \text{ Hands}} - 2D6 + PS$
<u>P.B.</u> : 05			$\frac{\text{Attack}}{\text{Attack}}$ - $3\text{D6} + \text{PS}$
<u>Spd.</u> : 26	Nightvision 6	0 ft. <u>Bite</u>	2D4
W.P. Battle Axe	+1 to Strike	WP Blunt	+1 to Strike & Parry
W.P. Chain	+1 to Strike	WP Knife	+1 to Strike Thrown
W.P. Net			+1 to Parry
W.P. Pole Arms	+1 to Strike & Parry	WP Paired Weapons	
W.P. Sword	+1 to Strike	WP Shield	+1 to Parry
Studded Leather	38 S.D.C.	A.R. 13	
Wood & Leather	50 S.D.C.	+4 to Parry	
Scimitar	3D6 + 25	+2 to Strike	
Scythe	4D6 + 25	+3 to Strike	+5 to Parry (dwarven)
Dagger	2D6 + 25	+2 to Strike Thrown	+4 to Parry
Hand to Hand: Martial Arts		Horsemanship: Gener	
Athletics (general)		Interrogation Techniques 25%	
Body Building & Weight Lifting		Juggling	35%
Boxing		Language: Dwarven	50%
Running		Language: Giantese	98%
Wrestling		Language: Eastern	69%
Climb / Scale Walls	85%/75%	Swimming	60%
Horsemanship: Exoti	c 35%/25%	Wilderness Survival	40%

Money : 200 in gold.

<u>Equipment</u>: Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, two large sacks, two small sacks, a water skin, and a tinder box.

<u>Family</u>: The second born of twins. His brother is named Org. The two often work together for a common ally.

<u>Disposition</u>: Slow witted. When the two work together, he is the brawn.