Name: Ahim **Race:** Human **Age:** 18 **Sex:** Male

Height: 6' **Weight:** 165 lbs. **Hair Color:** Light Brown **Eye Color:** Green **Handedness:** Right

Skill Level: 1 Total Skill Points Earned: 6 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	13	
Endurance	13	
Intellect	12	
Presence	6	
Strength	11	

	base	adjusted
Health Points	13	
Dodge	13	
Physical Resistance Modifier		+2
Mental Resistance Modifier		-
Feat of Strength Modifier		-
Initiative Roll Modifier		+2

	base	adjusted
Armor Impedance	-1	0
Movement Rate	130'	
Swimming Rate	30'	
Encumbrance Class		I

Disciplines	grade
Language: Taran	
Language: Zellan	
Weapon Mastery, Class: C	I
Ambidexterity	
Improved Dodge	I
Armor Use	I
Improved Initiative	I
Increased Mental Resist.	I

Proficiencies	grade	modifier
Acrobatics	I	
Agriculture	I	
Animal Handling (Farm)	I	
Jumping	I	
Religious Knowledge	I	
Rope Use	I	
Running	I	
Swimming	I	
Wilderness Lore	I	

Worn Armor	damage absorbance	impedance score
Leather armor	1	-1
Total Absorbance/Impedance	1	-1

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Short sword (on-h)	C	1d4 + 1	+1	+1	1
Short sword (off-h)	C	1d4 + 1	+0	+1	1
Dagger	C	1d4	+1	+1	1
Broadsword	E	1d8/2d4	+0	+0	1

Equipment, Spells, and Notes:

Wool coat, backpack, boots, clothes, fishing net, lamp, torch, 20' rope, broadsword (Surveyors), leather armor (Surveyors), 2 short swords, dagger

Ahim is painfully shy, but is the most atheletic person in his village outside Couverton. His father is a farmer and a devoutly religious man. Ahim recently signed on with the Surveyors for some income and a chance to strike out on his own.