

Harry Milkvine

Race: Man of Bree (Middle Man)

Racial Abilities:

Adaptable: +2 Swift
 The Dominion of Man: extra point of Courage
 Skilled: +1 Persuade, +1 Games:Wrestling

Attributes:

Bearing 8 (+1) *Strength 8 (+1)
 *Nimbleness 10 (+2) Vitality 7 (+0)
 Perception 6 (+0) Wits 5 (+0)

Reactions:

*Stamina +1 Willpower -1
 Swift +3 Wisdom +1

Order: Craftsman (farmer)

Order Abilities: Place of Trade: 1d6 silver piece income per month from farm
Advancements: 4

Skills:

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL BONUS
Appraise: fruit/veg.	Academic	Wits	+0	+1	+0	+1
Craft: Farming	Physical	Nimbleness	+2	+4	+2	+8
Craft: Blacksmith	Physical	Nimbleness	+2	+2	+2	+6
Games: Wrestling	Physical	Nimbleness	+2	+2	+1	+5
Lore: Herbs	Academic	Wits	+0	+6	+0	+6
Lore: Breeland Flora	Academic	Wits	+0	+1	+0	+1
Persuade: Fast Talk	Social	Bearing	+1	+2	+1	+4
Observe: Spot	Physical	Perception	+0	+2	+0	+2
Healing: Herbal	Physical	Wits	+0	+4	+0	+4
Ride: Horses	Physical	Bearing	+1	+1	+0	+2
A.Cmbt: woodaxe	Physical	Nimbleness	+2	+3	+0	+5
Language: Westron	Academic	Wits	+0	+6	+0	+6
Lore: Breeland Fauna	Academic	Wits	+0	+4	+0	+4
Lore: Breeland Myths	Academic	Wits	+0	+1	+0	+1
Weather-sense	Physical	Perception	+0	+2	+1	+3
A.Cmbt:Blade (l.sword)	Physical	Nimbleness	+2	+1	+1	+4

Edges:

Craftmaster: +2 to all Craft, Smithcraft, Stonecraft tests
 Travel Sense: never get lost in area that's been visited, never lose N/S/E/W
 Woodcrafty: +1 to all wilderness-based skills
 Dodge: +3 Swift for Dodge actions

Flaws:

Weak-willed: -2 to Willpower Tests

Health: 8

Defense: 11

Courage: 4

Gear: Wood axe, leather armor, billowy white shirt with leather vest, pallet, knife, 50' rope, longsword (+1 to A.Cmbt)

Backstory: Harry is excited to be going on another adventure. Though the last one was a bit more frightening than he would have liked, this one promises to be much less scary and much more fun. If there are bandits on the Greenway, he thinks that there is no way that they can withstand such a doughty group of adventurers as he and his companions are. It's a tragedy what's happened to those poor folks that got waylaid, and why not Harry Milkvine to help set it right? He can use his axe for more than chopping wood, but he is just learning to use the longsword he claimed from the treasure in that haunted manor up north. His father, of course, thinks him quite insane, and is nearly ready to disown the boy.

Description: Harry is a fairly non-descript young man. He doesn't really have the strapping build his father does, and doesn't relish doing farm work for the rest of his days. His hair is brown, as are his eyes. He has a distinctive scar running from the back of his wrist to the inside of his elbow where he was kicked by a new-shod horse. He rubs the scar when he's nervous or lying.

Notes: _____

Weapons:

Name	Ranges	Damage	Parry Bonus	Size	Attack Bonus
Skinning knife	n/a	2d6+1	+0	S	+1
Wood axe	n/a	2d6+3	+0	M	+5
Longsword	n/a	2d6+5	+1	M	+4

Wealth:

Copper pennies: ____
 Silver pennies: ____ Silver pieces: ____
 Gold pennies: ____ Gold pieces: ____

Health:

- Healthy (-0) ____/8
- Dazed (-1) ____/8
- Injured (-3) ____/8
- Wounded (-5) ____/8
- Incapacitated (-7) ____/8

Weariness:

- Hale (-0)
- Winded (-1)
- Tired (-2)
- Weary (-4)
- Spent (-8)
- Exhausted (**)