ATHORSES AND AR JOTH WATASEY OLD WAS SAVEY STEP TO SOVE SELECTOR

ATTRIBUTES	なべいない
Strength	1
Agility	2
Mind	2
Appeal	-1 ************************************

* WEAPONS * * A A B &	DAMAGE WAS
Knífe	d6L+1
Spear	d6+1
Bow	d6+1
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ARMOUR and EQUIPMENT TERRESTING Lift blood

COMBAT ABILITIES

Initiative	0	ASPARAN
Melee	0	Advisor
Ranged	2	ASINGAN
Defence	2	

D	BOONS	and	FI	AWS.

No armour worn

E CHILLIA GOT AUTOM				
0	1st			
3	2nd			
0	3rd			
1	4th			
	0 3 0			

5th

6th

CAREERO > 100 1 C 15 %

Boons Beast Friend: Easily domesticated creatures are not afraid of Jandar and he is able to train them more easily. Ferocious animals are less likely to attack. Whenever dealing with animals, roll a bonus die.

RKTY JOHRANTSAATPEAKAST

Jungle Born: Jandar is skilled in hunting reatures that live in the Qush Jungle. When tracking creatures in this environment, roll a bonus die.

Keen Scent: Jandar has a better than normal sense of smell. Whenever he makes a mind Task Roll to perceive something using his sense of smell, roll a bonus die. Flaws

Feels the Cold: Jandar has difficulty coping in very cold conditions. Roll a penalty die for any tasks undertaken in a cold environment.

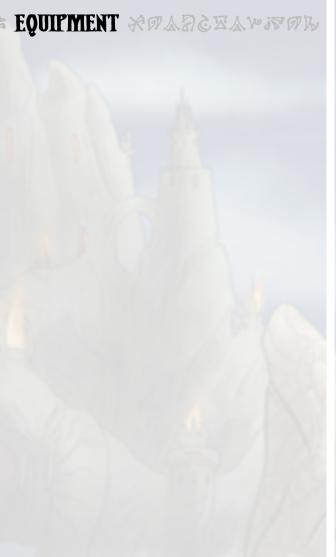
Illiterate: Jandar cannot read or write.

BACKGROUND and LANGUAGES

Sold into slavery at an early age, Jandar eventually escaped his cruel master some years later, and ended up in the Qush. This is where he actually started to come into his own - it was as if he should always have been here in the jungle. He found he had a natural affinity for the outdoor life, and soon hooked up with a famous hunter Blunt Orlaq, who taught him the way of the plants and the beasts.

Languages:

Lemurian, Grooth, Axian.



NOTES XAEASSBYCAEAGIS