

Character Name : Ashart Bolison		Player Name : Gary H.
Sex : M Age : 25	Tribe/Clan : NA/Amber Clan	Bloodline : NA
Keywords : Heortling Orlanthe, Warrior, Humakti		
Goal(s) : Protect the clan (Destroy all clan enemies - Ingisi) / restore the the family bloodline. (Bollini)		
Virtues : Brave, Honorable, Fatalistic, Taciturn		
Personality Traits/Flaws Brave 20 Boastful 17 Loyal to Leader 17 Ruthless/Vengeful (Flaw) 13	Relationships To Clan 17 To Chieftain 17 Worship Storm Pantheon 13 Devoted to Humakt 20	Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Humakt 20 Runes : Death and Honor
Physical Skills Melee Combat 15W 1. Dagger Fighting 2. Fyrd Combat 3. Greatsword Fighting (+5 due to geas) 4. Short Sword Fighting 5. Spear and Shield Fighting 6. Mounted Combat* Ranged Combat 17 1. Dagger 2. Javelin 3. Fyrd Combat Acute Hearing 17 Hide in Cover 17 Riding 19 Running 17 Craft Weapon 17 Stealth 13 Toughness 16 (+5 due to gift) Farming 13 Endure Pain 17*	Mental Skills Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Recognize Foe 17 Stay Awake 17 Recognize Lie 17 Mythology of Humakt 17 Lead Men 19 Regional Geography 17 Fearsome Aspect 13 Know Local Area (Heortland) 13 Speak Heortling 13 Speak Tradetalk 13 Train Horse 17* Perform Sacrifice 17 Pray to Humakt 17 Warband Tactics 19	Affinities (Feats) Combat 1W 1. Cut Deep 2. Decapitate Foe 3. Great Blow 4. Sword help 5. Truesword Stroke Death 1W 1. Bless Corpse 2. Death Song Berserk 3. Fight Undead 4. Lay Ghost 5. Visage of Fear 6. Shield Destroyer 7. Weapon Destroyer Honor 18 1. Empower Oath 2. Know Truth 3. Sense Ambush 4. Sever Relationship 5. Shame Coward
Wealth : Common 15 Wergild : Carl	Close Combat : 15W	Ranged Combat : 17

Possessions : Hell metal plate armor, shield, spear, hell metal greatsword, heavy dagger, horse.	Weapon (Rank) Dagger Fighting ^2 Greatsword Fighting ^8 (+5 due to geas) Short Sword Fighting ^2 Spear and Shield Fighting ^4	Weapon (Rank) Dagger ^2 Javelin ^3
Hero Points : 1	Armour (Edge) : Plate ^8 Plate and Shield ^9	
Notes : 1. Resistant to poison and disease (+5 due to gift) 2. +5 with greatsword due to gift. 3. Never uses maces (initiate geas) 4. Remain silent on Wild Day (devotee geas) 5. Abilities from past association with Elmal noted with an*		
Last Modified : May 04, 2001		