

Nasser Albin

Alignment: N
 WR: 1d5
 TKA: 1d8
 Wounds: 38

Soul Points 96
 Power: 22
 React: 16

Luck: 7
 Spell Resis: 12
 Relative Size: 1

Walking 3
 Charging 9
 Running 15
 Broad Jump 2d6+3

Free Weight: 12 VL
 Sights Normal

	Long Sword	Large Shield	Total
Skill	18+ 23	18+22	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9
Attack Rank	14/1d8+1d6		
Damage	1d12		1d12+1d8

Armor: Chain+2
APV: 1d7+5
WR: 1d4
TPV: 1d4+1d7+5

Alignment: Neutral (just barely)
 Nature: Does not really care about justice so long as he keeps things under control
 Honesty: 4
 Tolerance: 2

(human)
 No Image Currently Available
 Sheriff of Sandpoint

Shield Bash:
 Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the shield bash will work.
 Damage = 2d6+1 minus the targets TPV rolls. Must still hit the target. If target is hit then it is stunned for one combat round per point of damage.

Skills:
 Tracking: 14+0
 Awareness: 18+12
 Combat: 17+0
 Sixth Sense: 14+0
 Search: 12+0

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Nasser is the sheriff in the town of Sandpoint. He is a fairly large man, just a touch under six feet and very stocky, weighing in at a good 250 pounds. He has long brown hair he wares in a ponytail. He keeps himself clean-shaven but his face and hands are tanned and look like they have seen a lot of rough use. You would guess that he has had his nose broken more than once in his youth.

He knows his job and is a fairly smart man about it. His primary concern is for the people he protects and in this regards he will bend the law to the breaking point to make sure that the permanent residence of Sandpoint come out ahead in any deal they make. He will view the group as outsiders and riff raff until they have proven their worth to him or to other people in the town.