

## ZHORAN

(ETHORI/UNDERHILL/SCOUT) (100)

<b>Hits:</b> 39	<b>Wnds:</b> 5/2/1	<b>CrTs:</b> 5/7/9/11/13/15
<b>DT:</b> 18	<b>AR:</b> 6	<b>Move:</b> 10' <b>Fate Pts:</b> 3
<b>Primary Stats:</b>		<b>Secondary Stats:</b>
<b>Chr:</b> 2	<b>Res:</b> 3	<b>Aura:</b> 4 <b>Reflexes:</b> 8
<b>Con:</b> 2	<b>Spd:</b> 5	<b>Init:</b> 7 <b>Stamina:</b> 5
<b>Dex:</b> 3	<b>Str:</b> 2	<b>Insight:</b> 5 <b>Will:</b> 6
<b>Int:</b> 3	<b>Wis:</b> 2	<b>Might:</b> 5 <b>Lift:</b> 250 lbs
<b>Skills:</b> (stats not added)		<b>Attacks:</b> (stats already added)
Acrobatics	3	8 Smallsword (7, 3AP, +2 init)
Archery	5	8 Dagger (4, 2AP, +4 init)
Athletics	2	7 Short Bow (6, 2AP, +2 init, RI: 50)
Blades (Short & Light)	5	<b>Skills (continued):</b>
Crafts (Herbalist)	4	Magelore (Herbals) 4
Crafts (Fletching)	1	Magelore (Dusts) 2
Crafts (Bone-Carver)	1	Perception 4
Foraging	3	Riding (Horses) 1
Gimmickry	2	Stealth 5
Healing	3	Survival (Forests) 3
Influence (Trading)	1	Tracking 5
<b>Size:</b> 4'2" tall, 76 lbs		
<b>Special Skills &amp; Abilities:</b>		
<ul style="list-style-type: none"> <li>• <b>Gnomish Cantips:</b> Firejet, Flavor, &amp; Refresh, Use Will to cast</li> <li>• <b>Magically Inclined:</b> +1 to Magecraft</li> <li>• <b>Skill Focus:</b> +3 Stealth when outdoors (not added in)</li> <li>• <b>Outdoorsman:</b> +5 to Stealth, Survival, and Tracking when outdoors (not added in)</li> <li>• <b>Drawback:</b> Cold Skin (may be mistaken as undead by some)</li> </ul>		

Zhoran is a Gnome from a small Ethori city-state called Zhubroch nestled in the western foothills of the Coastal Mountains along the southern coast of the Tir Tuath region of Anwyn.

His village was on the edge of the wilderness and Zhoran often wandered the area surrounding his home.

When he came of age, he left home to explore the wider world, and in his travels, he met several people who have become his friends and they now travel together.

## CANTRIPS

**Firejet** - Caster is able to cause a small 1-inch jet of flame to erupt from the tip of one of his fingers for as long as the caster concentrates. The caster is not harmed by this.

**Flavor** - This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content or make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

**Refresh** - This allows a caster to restore something to freshness. It can undo, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

## Equipment:

### Tools of the Trade:

- Soft Leather Armor
- Leather Pot Helm
- Reinforced Leather Bracers & Greaves
- Smallsword
- Short Bow (& quiver with 20 arrows)

### Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

### At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

### Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

### Money:

- 6 silver pieces
- 9 bronze pieces
- 6 copper pieces

### Languages:

- Common
- Gnomish

## NOTES:

### DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED