Palik

(Aeshi/Arboreal/Rogue) **(100)**

Hits: 37	**Wnds:** 6/3/2	**CrTs:** 6/8/10/12/14/16	
DT: 23	**AR:** 6	**Move:** 10'	**Fate Pts:** 3

Primary Stats:		**Secondary Stats:**	
Chr: 1	**Res:** 3	**Aura:** 3	**Reflexes:** 9
Con: 3	**Spd:** 5	**Init:** 7	**Stamina:** 6
Dex: 4	**Str:** 3	**Insight:** 4	**Will:** 5
Int: 2	**Wis:** 2	**Might:** 6	**Lift:** 300 lbs

Skills: (stats not added)		**Attacks:** (stats already added)	
Acrobatics	2	10 Tabak (7, 2AP, +2 init, notes)	
Archery (Crossbows)	3	5 Hand Crossbow (5, 2AP, RI 30)	
Athletics	2	9 Dagger (4, 2AP, +4 init)	
Blades (Short Blades)	5	**Skills (continued):**	
Bludgeoning (Chains Plus)	5	Riding (Canines)	2
Crafts (Bone-Carver)	2	Stealth	6
Crafts (Herbalist)	2	Streetwise	3
Crafts (Blacksmith)	1	Survival (Forests)	4
Foraging (Forests)	4	Thievery	3
Gimmickry	1	Tracking	2
Healing	2	Trickery	2
Perception	2		

Size: 3'11" tall, 73 lbs

Special Skills & Abilities:

- **Darkvision:** 20' (see core rules for details)
- **Size Adjustments:** +2 to DT and Stealth, -1 to Damage Rating for all weapons, except for Chains Plus (already added in above)
- **Acute Senses:** +3 to all sight based perception-type rolls (not added in as it could apply to multiple skills based on situation)
- **Skill Focus:** +1 to all Climbing rolls
- **Tabak Notes:** Gain +1 on Attack Bonuses against foes using shields

Palik is a Dwelf, also known as the Aeshi, from Duin Weald, the Dark Woods along the southern coast of the Tir Tuath region of Anwyn. He grew up near the north eastern edge of the forest and often interacted with traders who came by to trade with his people on their way to and from Utara.

After a falling out with his family, he decided to leave Duin Weald with the next group of traders. And that is exactly what he did. He stayed with the traders for a couple of years, acting as a caravan guard.

He then joined a group of adventurers that turned out to be a little less than honest about their endeavors, and after spending a few months with them, he set out on his own again.

This time he came across a more honorable group of adventurers, and he has been with them ever since.

Equipment:

- **Tools of the Trade:**
  - Soft Leather Armor & Skullcap
  - Reinforced Leather Bracers & Greaves
  - Tabak (2 metal rods, 6" long with an 8" chain connecting them, like short nunchaku with extra long chain)
  - Hand Crossbow (& quiver with 20 bolts)
- **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
  - Dwelfish

Notes:

Damage taken

Hits/Fatigue	Bleeding	Penalties	
		Wounds	Other
	Rounds of Stun		
	Staggered	Shaken	Dazed