

PATCHES

(DVARGR/URBAN:LOWER/ROGUE) (100)

Hits: 44	Wnds: 7/5/3	CrTs: 7/9/11/13/15/17
DT: 21	AR: 12	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 1	Res: 2	Aura: 3 Reflexes: 6
Con: 5	Spd: 3	Init: 5 Stamina: 7
Dex: 3	Str: 4	Insight: 4 Will: 4
Int: 2	Wis: 2	Might: 6 Lift: 300 lbs
Skills: (stats not added)		Attacks: (stats already added)
Archery (Crossbows)	5	8 Broadsword (10, 3AP)
Athletics	3	8 Dagger (6, 2AP, +4 init)
Blades (Heavy & Short)	5	7 Light Crossbow (8, 2AP, RI 50)
Crafts (Leatherworking)	3	Skills (continued):
Crafts (Blacksmith)	1	
Foraging (Forests)	2	
Gimmickry	3	
Healing	1	
Influence (Trading)	1	
Lore (Local City)	2	
Perception	5	
Size: 5'0" tall, 210 lbs		
Special Skills & Abilities:		
<ul style="list-style-type: none">• Darkvision: 30' (see core rules for details)• Stone Sense: All perceptions rolls involving the gathering of information about stone objects (slopes, dangerous stone work, secret doors, traps, etc.) gain a +3 modifier• Like a Rock: Receives a -2 to all swimming rolls• Natural with Armor: Has no negative modifiers for armors that he is trained in (Soft & Reinforced Leather)• Tough Skin: The character has extremely tough, leathery skin that grants him +4 to his AR, already added in• Shield Training: Gains +1 with Normal Shields, added in		

Patches was born to a set of normal Dwarven parents who worked in the Human city of Hyb Rasil, capital of Cymbri, on the western coast of the Tir Tuath region of Anwyn. They were killed by a deranged madman who broke into thier house. The young Dwarf was soon tossed out into the street. He had to learn how to steal to survive.

One night he broke into an alchemist's shop and during the course of his attempt to steal money for food, he knowcked over a rack of chemicals. They splashed all over him and knocked him out. He barely survived, the chemicals left his skin a blotchy patchwork of random colors, thus his name of Patches.

The alchemist nursed him back to health and then made him work off his debt for the destroyed chemicals by doing odd jobs and guarding his shop against other intruders. The alchemist also provided room and meals, but no actual pay, until he paid off what he owed.

Once he was out of debt, he went to work for a friend of the alchemist, who lead a trading caravan. One one such trip, Patches met a group of adventurers and decided to travel with them for a while.

Equipment:

• Tools of the Trade:

- Reinforced Leather Armor, Helm, Bracers, & Greaves
- Broadsword
- Light Crossbow (& quiver with 20 bolts)
- Lockpicks

• 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
- Dwarven

NOTES:

DAMAGE TAKEN

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