

PALIK

AGE: 45 EYES: Grey HAIR: Black HEIGHT: 3'8" WEIGHT: 65 lbs KIN: Aeshi (Dwelf) SEX: _____ SKIN: Ruddy DRESS: tough, plain clothing DEMEANOR: Boisterous, loud TRUE ATTITUDE: Watchful
LVL: 1 VOCATION: Rogue/Scout CULTURE: Arboreal XP: 10
STATS: Br: 2 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 1 Re: 4 TSR: 13 RSR: 14 WSR: 14 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 18
HITS: 31 DM: 4 (3+1 sh) AR: B7/S11/P7/E8/SL0 Sh: Buckler
ATTACKS: 10 Monkey Fist (8b, +2 AB vs shields); 8 Baton (6b); 3 Dagger (5s/6p); 7 Thrown Dagger (6p, Rng: 10); 7 Sling Shot (8b, Rng: 25)
COMBAT SKILLS (4 DP): Blunt [6] 8; Brawl [1] 3; Ranged [4] 7; Swashbuckling [3] 6;
ADVENTURING SKILLS (6 DP): Athletics [4] 6; Hunting [5] 7; Nature [5] 10; Ride [4] 7; Wandering [5] 10;
ROGUERY SKILLS (5 DP): Acrobatics [4] 7; Deceive [2] 4; Gimmickry [2] 5; Perception [5] 7; Stealth [6] 13;
KNOWLEDGE SKILLS (3 DP): Appraisal [2] 6; Cultures [3] 5; Healing [2] 4; Influence [1] 2; Lore [1] 3;
SPELL LORES (0 DP): —
MISC. SKILLS: Armor (2 DP) [2] 4; Body (2 DP) [5] 8; Mana (0 DP) [0] 0;
LANGUAGES (2 DP): Lihasa S3/W3; Æglits S3/W0; Gaelsh S2/W2; Tauro S2/W2; Canine S3/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Alertness (Gain +2 <i>Perception</i> for Assessment rolls, may make <i>Perception</i> rolls while asleep without normal -4 modifier) • Evasion (React quickly to surprise, <i>Acrobatics</i> roll as Free Action to act as if they were aware before it happened) • Reconnoiter (<i>Perception</i> roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors) • Weapon Focus (Monkey Fist, +1 to all uses & DR, multiple attacks if over 10 ranks)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Animal Speech (1 BP — Able to speak to Canines to rank 3) • Born to Saddle (1 BP — Mount: Algar (Night Wolf): Garm (Riding Wolf), Level 5, 15 Bite (15ps), DM: 6, AR: (B6/S5/P3/E5/SL0), 110 Hits, MR: 35L, TSR: 15, RSR: 15, WSR: 14, Rog: 10, Adv: 10, Lor: 0) • Terrible Fearlessness (-1 BP — Must make WSR against own level of rush heedless into combat) • Treasure Hunter (1 BP — Gain +1 to <i>Stealth</i> & <i>Gimmickry</i>; +2 to Appraisal; may eyeball approximate value, within 25%, of any item with just a glance, no roll required) • Unlucky (-1 BP — Critical Failures on attacks gain +2 to failure roll) • Unusual Training (3 BP — Gained the Special Skills, <i>Reconnoiter</i> and <i>Weapon Focus</i>; trained by his friend, who he accidentally killed) • Dark Sight (<i>Kin</i>: Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit) • Shadowling (<i>Kin</i>: +2 <i>Stealth</i> in shadowy or woodland settings) • Woodcrafty (<i>Kin</i>: +3 <i>Nature</i> and <i>Wandering</i> for foraging and navigating in woods, forest & similar terrain) • Size (<i>Small</i>: -5 Base Move; +1 <i>Stealth</i>; -1 <i>Weapon Damage</i> (<- all added in); +2 AB/DM vs. foes ≥ size Large (not added in))
PASSIONS: <ul style="list-style-type: none"> • Motivation: I did something very bad once, and I must spend the rest of my life making up for it. • Nature: I tend to rush into things without thinking. • Allegiances: I am loyal to my companions if they are good people.

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. They grew up near the north eastern edge of the forest and often interacted with traders who came by to trade with the Aeshi on their way to and from Utera. They also often served as a guide and a scout to the traders as well.

After a falling out with their family, during which they accidentally killed a cousin. The elders, knowing that it was an accident, gave Palik a choice of punishments they could receive and they decided to permanently leave Duin Weald (the choice of exile was only for 5 years) with the next group of traders. And that is exactly what Palik did.

In the ten years since they left their homeland, they have bounced from job to job, serving a guard or joining one group of adventurers or another. Once or twice, they have ended up with groups who were less than honest, and ultimately regretted it. More recently, they have once again joined a band of adventurers, and has been with them since.

EQUIPMENT:	• Lock Picks
Tools of the Trade:	Standard Pack:
• Soft Leather Hauberk (B4/S7/P4/E5; -3 MvP)	• 50' of Superior Rope
• Leather Skullcap (B1/S1/P1/E1)	• 1 canvas sack
• Reinforced Leather Bracers (B1/S1/P1/E1)	• 2 weeks of iron rations
• Soft Leather Buckskins (B1/S2/P1/E1; -1 MvP)	• 1 small steel mirror
• Monkey Fist (8b; <i>Flexible, Martial, Swift, Unreliable</i> ; +2 vs Shields; CF3)	• 1 waterskin (filled)
• Baton (7b; <i>Agile, Backstab, Swift</i>)	• 1 flask of oil (padded)
• Sling Shot (9b, Rng: 25; <i>Load(1), Quick Load</i>)	• 1 small lantern
• Pouch (20 sling bullets)	• 1 set of Flint & Steel
• Dagger (6s/7p; <i>Agile, Backstab, Swift</i> ; Rng: 10; in boot sheath)	• 1 Bedroll
• Buckler (+1 DM)	At Belt Items:
	• Equipment belt
	• 2 belt pouches
	Clothing:
	• Cloak
	• Soft Leather boots
	• extra set of clothing (not including outfit worn)
	Money:
	• 1 silver piece, 9 bronze pieces

NOTES:

DAMAGE RECEIVED			
Hits	Bleeding	Pain	Stun