

PATCHES THE NIMBLE

AGE: 53 EYES: Grey HAIR: Bald HEIGHT: 5'2" WEIGHT: 225 lbs KIN: Dvargr (Dwarf) SEX: _____ SKIN: Mottled DRESS: sturdy clothes DEMEANOR: Quiet, Thoughtful TRUE ATTITUDE: Watchful, Guarded
LVL: 1 VOCATION: Rogue/Thief CULTURE: Urban: Lower XP: 10
STATS: Br: 4 Dx: 3 St: 4 Ws: 2 In: 2 Ch: 1 Re: 4 TSR: 15 RSR: 9 WSR: 15 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 23
HITS: 38 DM: 4 (3 + 1 sh) AR: B7/S11/P7/E8/SL0 Sh: Buckler
ATTACKS: 8 Handaxe (8s/7p); 8 Baton (7b); 7 Dagger (6s/7p); 5 Thrown Dagger (6s/7p, Rng: 10);
COMBAT SKILLS (3 DP): Blades [2] 6; Blunt [4] 8; Brawl [3] 7; Ranged [2] 5;
ADVENTURING SKILLS (5 DP): Athletics [4] 8 (Climb: 10; Swim: 2); Hunting [2] 4; Nature [2] 4 (8); Ride [2] 5; Wandering [2] 4 (8);
ROGUERY SKILLS (7 DP): Acrobatics [2] 5; Deceive [5] 7; Gimmickry [5] 11; Perception [5] 7; Stealth [5] 10; Trickery [3] 8;
KNOWLEDGE SKILLS (3 DP): Acumen [3] 5; Appraisal [4] 6; Cultures [5] 7; Influence [2] 3; Lore [3] 5;
SPELL LORES (0 DP):
MISC. SKILLS: Armor (2 DP) [3] 7; Body (2 DP) [4] 8; Mana (0 DP) [0] 0;
LANGUAGES (2 DP): Gaelsh S3/W3; Æglits S3/W0; Sprak S2/W2; Ard Tafodd S2/W2;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Evasion (React quickly to surprise, <i>Acrobatics</i> roll as Free Action to act as if they were aware before it happened) • Light Touch (Gains +2 to <i>Gimmickry</i> and <i>Trickery</i> rolls; already added into skill bonuses) • Prowler (Gains a +2 to climbing (<i>Athletics</i>), <i>Gimmickry</i>, and <i>Stealth</i> rolls; already added into skill bonuses)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Distinctive Looks (-1 BP — Covered in patchwork coloration that cover his entire body, he is also bald and has no beard) • Gifted (3 BP — Gain +2 to Dexterity, already added in) • Tough Skin (1 BP — Gain a natural AR of B1/S1/P1/E1/SL0; already added in) • Unlucky (-1 BP — Critical Failures on attacks gain +2 to failure roll) • Unmagical (1 BP — Gain a +2 vs all spells (not added in), even those that he might want cast upon him, cannot use any spell or spell-like abilities that an item might have, constant bonuses work fine) • Unusual Training (1 BP — Gained the Special Skill, <i>Prowler</i>, learning how to survive on the street) • 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) • Forgekin (<i>Kin:</i> +6 to Saves and Defensive Modifier against heat/cold attacks; +6 to all rolls involving metals/stones/gems; not added in) • Stoneborn (<i>Kin:</i> -6 to swimming (<i>Athletics</i>) rolls; +4 <i>Naturel Wandering</i> when underground; adjusted listed in parenthesis)
PASSIONS: <ul style="list-style-type: none"> • Motivation: I am looking for a place or a group of people who will accept me for who I am. • Nature: I don't like stealing, but I will do it to survive. I also tend to give any excess that I get to those who need it, children who were like me, left to fend for themselves. • Allegiances: I find it hard to trust others. It takes a low

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 to fend for their self. They ended up having to steal to survive.

One night Patches broke into an alchemist's shop and during the course of their attempt to steal money for food, they knocked over a rack of chemicals. The chemicals splashed all over them and knocked them out. They barely survived, the chemicals left his skin a blotchy patchwork of random colors, thus their name of Patches. It also left them bald and unable to grow any hair at all, which causes other Dwarves to look down upon them.

The alchemist nursed them back to health and then made Patches work off their debt for the destroyed chemicals. The alchemist also provided room and meals, but no pay, until he paid off his debt.

Once Patches was out of debt, they went to work for a friend of the alchemist, who led a trading caravan. On one such recent trip, Patches met a group of adventurers and they have decided to travel with the adventurers for a while.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Hauberk (B4/S7/P4/E5; -3MvP)
- Leather Helm (B1/S1/P1/E1)
- Leather Buckskins (B1/S2/P1/E1; -1 MvP)
- Spiked Handaxe (8s/7p; Agile, Martial, Swift)
- Dagger (x2; 6s/7pp; Rng: 10, Agile, Backstab, Swift; strapped to back of shield)
- Baton (7b; Agile, Backstab, Swift)
- Buckler (+1 DM)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack

- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

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

Money:

- 5 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun