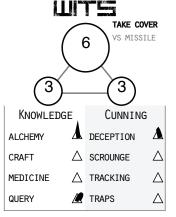
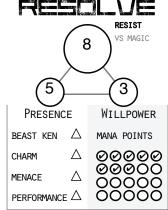
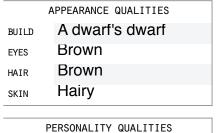
COMMON NAME Wally Ashsweeper
TRUE NAME Pred

SEX, AGE, RACE M, 29, wasteland dwarf

THE PARTY





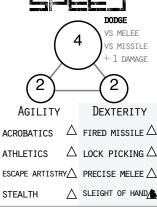


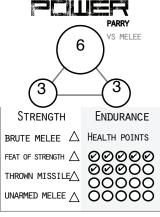
DESIRES Pre-shard ecology

FEARS Loss of identity/self

TENDS TO Romanticize the past

USED TO Be a Magmatic mgr





TALENTS & SPELLS

- Adept (2mp = 1 success on any check)
- Innocent (-1 botch on deception & sleight of hand)
- Learned (-1 botch on alchemy & query)
- Bloom Blessing (control plants, 1 mp)
- Bloom Bomb (summon plants, 3 mp)
- Swarm Song (control insects/vermin, 1 mp)

O CRITICAL WOUND / WEAK POISON

-1 HP IF MOVE AND ACT

O MORTAL WOUND / STRONG POISON

-1 HP PER TURN

TRADEMARK WEAPON: Dagger

RULES

Balanced, concealable, dirty, damage 0, light & thrown melee, light, short Dwarven make

QUALITIES

TRADEMARK OUTFIT: Magmatic company parka

**RULES** 

+1 success on performance rolls in Magmatic corporate/retail settings

Dwarven make

QUALITIES

Spell book, 2x weak healing potion (stablize critical wound or +2 HP), 2x weak mana potion (+2 MP), backpack, camping gear, cloak, 2x torch, shardnet crystal

