

COMMON NAME	Ob Rockspine
TRUE NAME	Cort
SEX, AGE, RACE	Male, 61, wasteland dwarf
THE PARTY	

WITS

TAKE COVER
VS MISSILE

KNOWLEDGE	CUNNING
ALCHEMY	DECEPTION
CRAFT	SCROUNGE
MEDICINE	TRACKING
QUERY	TRAPS

RESOLVE

RESIST
VS MAGIC

PRESENCE	WILLPOWER
BEAST KEN	MANA POINTS
CHARM	
MENACE	
PERFORMANCE	

APPEARANCE QUALITIES	
BUILD	Sinewy for a dwarf
EYES	Brown
HAIR	Black
SKIN	Tanned, leathery

PERSONALITY QUALITIES	
DESIRES	Revenge
FEARS	Dying
TENDS TO	Listen first
USED TO	Murder first

SPEED

DODGE
VS MELEE
VS MISSILE
+ 1 DAMAGE

AGILITY	DEXTERITY
ACROBATICS	FIRE MISSILE
ATHLETICS	LOCK PICKING
ESCAPE ARTISTRY	PRECISE MELEE
STEALTH	SLEIGHT OF HAND

POWER

PARRY
VS MELEE

STRENGTH	ENDURANCE
BRUTE MELEE	HEALTH POINTS
FEAT OF STRENGTH	
THROWN MISSILE	
UNARMED MELEE	

TALENTS & SPELLS	
- Chameleon (invisible 2x turns/success, add to sneak attack, 3 mp)	
- Shadow cache (hide item, search to retrieve 3mp)	
- Assassin (-1 botch alchemy & sleight of hand for making/placing poison)	
- Gross (always succeeds at willpower check in gross situations)	
- Heightened senses (-1 botch scrounge & stealth)	
- Merciless ("volunteer" an enemy to absorb any attack that would put PC to 0 hp)	

CRITICAL WOUND / WEAK POISON -1 HP IF MOVE AND ACT	MORTAL WOUND / STRONG POISON -1 HP PER TURN
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TRADEMARK WEAPON:	Punching dagger
RULES	Concealable, dirty, damage 0, light, melee, short, unarmed melee
QUALITIES	Dwarven make

TRADEMARK OUTFIT:	Leather armor
RULES	Light deflection (ignores all flesh wounds)
QUALITIES	Macabre (blood-stained)

EQUIPMENT, CONSUMABLES, AND LOOT	
1x strong poison (mortal wound), 2x weak poison (critical wound), 2x smoke bomb, 1x paralytic poison, camping gear, 2x torch, cloak, shardnet crystal	