

COMMON NAME	Wally Ashsweeper
TRUE NAME	Pred
SEX, AGE, RACE	M, 29, 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	A dwarf's dwarf
EYES	Brown
HAIR	Brown
SKIN	Hairy

PERSONALITY QUALITIES	
DESIRES	Pre-shard ecology
FEARS	Loss of identity/self
TENDS TO	Romanticize the past
USED TO	Be a Magmatic mgr

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	
- 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)	

CRITICAL WOUND / WEAK POISON -1 HP IF MOVE AND ACT	MORTAL WOUND / STRONG POISON -1 HP PER TURN
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TRADEMARK WEAPON:	Dagger
RULES	Balanced, concealable, dirty, damage 0, light & thrown melee, light, short
QUALITIES	Dwarven make

TRADEMARK OUTFIT:	Magmatic company parka
RULES	+1 success on performance rolls in Magmatic corporate/retail settings
QUALITIES	Dwarven make

EQUIPMENT, CONSUMABLES, AND LOOT	
Spell book, 2x weak healing potion (stabilize critical wound or +2 HP), 2x weak mana potion (+2 MP), backpack, camping gear, cloak, 2x torch	