# Character sheet

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| **Name** | ? |
| **Age** | 127 |
| **Height** | 1,76m |
| **Weight** | 132kg |
| **Eyes** | Brown |
| **Skin** | Fur |
| **Hair** | Grey/white |
| **Race** | Mole Humanoid |
| **Job** | Retired Tinksmith |
| **Ideals** | His adopted daughter to be safe, safe town,equalism |
| **Bonds** | “Main character name” |
| **Traits** | +Charismatic  +Wise  +Caring  -Overprotective (dissuasive) |
| **Quirks** | Smokes pipe, uses a cane |
| **Attacks & Tactics** | - |
| **Equipment** | Walking stick, Pipe. |
| **Appearance** | Glorious beard, strong but decaying, missing a body part? glasses? |
| **Backstory** | Old man is a retired Tinksmith he used to gather a small amount of supplies from the black market. The old man discovered something very important about the inner circle. Something he shouldn’t know. Which caused Tinksmith genocide led by the layer one people. Was spared by a senior officer who owed him a favor, but he had to retire Tinksmithing and lay low He found our hero in a mushroom forest and took care of her and taught her everything he knows about Tinksmithing. He’s very worried about his adopted daughter and he tries his best to keep her safe. |
| **Allies** | Is all around liked by the town, has connections with senior officers. |
| **Enemies** | 1st layer people |