

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

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)	
- Wild recon (survey a region, 3 mp)	
- Likeable	
- Silver-tongued	

### 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	

CRITICAL WOUND / WEAK POISON	MORTAL WOUND / STRONG POISON
-1 HP IF MOVE AND ACT	-1 HP PER TURN

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, shardnet crystal	