



DUULAN

Gnome Thief Illusionist

GNOME

Clever: Gnomes are naturally inquisitive and quick learners. They start with a d6 in Smarts instead of a d4.

Short: Gnomes average only about 3'5" tall. Their small size subtracts 1 from their Toughness. Gnomes have a Size of -1, and cannot take the Small Hindrance.

Unseen: Gnomes learn from childhood the value of staying unnoticed. All Gnomes start with a d6 in Stealth.

TRAITS & SKILLS

AGILITY D10	SMARTS D10	SPIRIT D6	STRENGTH D4	VIGOR D6
Fighting: d4	Investigation: d8	Persuasion: d4	Climbing: d6+2	
Lockpicking: d8+2	Notice: d6			
Stealth: d8+2	Streetwise: d4			
	Spellcasting: d6			

DERIVED STATS

PACE	PARRY	CHARISMA	TOUGHNESS
6"	4 (5 with rapier)	0	4 (5 in armor)

EDGES AND HINDRANCES

Curious (H+): Duulan is drawn to the unknown. He will risk life and limb in pursuit of knowledge.

Quirk (H-): Duulan collects books. It's an obsession and he will often adventure just for a rare volume.

Arcane Background (E): Duulan was trained in the art of illusion magic by Haurdwen the Neverseen.

Thief: Duulan is a master thief, sliding from shadow to shadow, passing doors as if they weren't there.

Level Headed: Duulan is calm in the midst of combat. He sees danger dryly and logically and makes quick choices about his options.

ARCANE BACKGROUND

Duulan has 10 power points to spend and recovers 1 per hour. When he rolls a 1 on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken as a sort of arcane backlash. This can cause a wound.

Blast: Duulan conjures in his foes minds images of fear and despair so real the body reels in pain. 2/4/6 pts.

Confusion: Duulan causes his foes to see that which isn't there and to react to perceptions so seemingly real as to cause the foe to question reality itself. 1/2/3 pts.

Invisibility: With a subtle gesture, Duulan can erase his form from the minds of everyone within sight. 5 pts.

EXPERIENCE

Duulan is a seasoned adventurer with 25 experience points.

GEAR

Leather armor of obscuring mists (+1 Armor; -1 to incoming attack rolls), rapier (Str+d4), short sword (Str+d6), 6 throwing knives (Str+d4, Range 3/6/12, RoF 1), lockpicks