

D6 Fantasy

Dwarven Explorer

Name:

Race:

Gender:

Age:

Height:

Weight:



AGILITY: 3D+1

Acrobatics

Climbing

Contortion

Dodge

Fighting

Jumping

Melee

Riding

Stealth

COORDINATION: 3D

Charioteering

Lockpicking

Marksmanship

Pilotry

Sleight of Hand

Throwing

PHYSIQUE: 3D+2

Lifting

Running

Stamina

Swimming

EXTRANORMAL:

Move: 8

Strength Damage: 2D

Fate Points: 1

Body Points: 40

Funds/Silver: 3D/180

Character Points: 5

Wounds: 5

CHARISMA: 2D

Animal Handling

Bluff

Charm

Command

Intimidate

Mettle

Persuasion

INTELLECT: 3D

Cultures

Devices

Healing

Navigation

Read/Write

Scholar

Speaking

Trading

Traps

ACUMEN: 3D

Artist

Crafting

Disguise

Gambling

Hide

Investigate

Know-How

Search

Streetwise

Survival

Tracking

Advantages:

Size: Small (R1), scale value of 3.

Disadvantages:

Hindrance: Gruffness (R2), +2 to bluff, charm, and persuasion difficulties.

Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move.

Quirk: Daredevil (R1), Moderate *mettle* or *Charisma* roll needed to avoid taking unnecessary risks.

Quirk: Vengeful (R1), Moderate *mettle* or *Charisma* roll needed to avoid rashly jumping into combat with evil humanoids.

Age (R1), Young and brash, +3 to *intimidation* and *persuasion* difficulties involving elder dwarves and experienced adventurers.

Cultural Unfamiliarity (R1), +2 to interaction difficulties with other races.

Special Abilities:

Hardiness (R2, cost 2), +2 to damage resistance totals.

Ultravision (R1, cost 1), +2 to sight-based totals while in dim or dark conditions.

Description: You're bold, brash, and you've got a spot of wanderlust in you. For as long as you can remember you've been thrilled by legends of abandoned delves with treasure just waiting for the picking. Unfortunately, most of those legends are just that – legends. Most delves has either been picked clean or the treasure is very well hidden and protected by lethal traps. To add insult to injury, most of those abandoned delves are now home to orcs, goblins, and worse. But you're not going to let that stop you. You've got a hunch the next delve you explore is going to yield the mother lode. Now if only your elders would listen to you when you talk about your hunches...

Equipment: Hard leather armor (+1D+1 armor value), light crossbow (4D damage) w/20 bolts, battle axe (+3D damage), dagger (+1D damage), grappling hook, compass, hammer and 12 iron spikes, polished bronze mirror, light rope (15 meters), tinderbox, waterskin, whetstone, healer's pack, lockpicking tools, lantern, one large leather pouch and three small flannel pouches, sack, mining pick, two weeks' rations, backpack, bedroll and blanket.