



Toromeen

Abilities

Agility: 10
Charisma: 8
Endurance: 15
Intelligence: 12
*Strength: 18
Wisdom: 15

Warrior 1
Chaotic Good

Home: Feltarn
Age: 151
Height: 4'8"
Weight: 220 lbs
Experience:

Movement: 10
Mojo: 15

Defense: +0
Hand Attack: +2/+4
Thrown Attack: +0/+2
Propelled Attack: +0
Survival: 7

Reactions

Evasion: 4
*Fortitude: 10
Health: 10
Perception: 3
Reason: 6
Willpower: 6

Injuries:
Verve: 7

Skills

Fighting Art +1
unarmed combat, weapon fluency, war hammer

Crosspoint Culture +1
Anglish

Native Culture +2
Dwarvish, Dwarf etiquette, spelunking

Engineering Science +1
Defenses

Specialty

Species (Dwarf): Underground vision -2; +4 against any magical items or spells, and may not personally use magic.





Equipment



Carry: 13



- | | |
|--------------------|-----|
| 1. 13 shillings | 7. |
| 2. war hammer (d8) | 8. |
| 3. | 9. |
| 4. | 10. |
| 5. | 11. |
| 6. | 12. |
| | 13. |



Archetypal Abilities



Combat Bonus Use	Cost
+1 damage	1
+1 defense	1
+1 throw off surprise	1
+3 combat movement	1
+1 quickdraw	1
(Max bonus is 2 at 1st level.)	



Background



Toromeen was born in the High Divide, in the Dwarven city of Feltarn south of the leather road. He worked with Charlotte Kordé on a castle, and often works with Stratford Caravan Security.



“Even though the upper world is empty and the sky heavy upon me, I will explore the ruins because I am on a quest for spiritual inspiration.”

