

# 'Scrumper' (Thomas hairfoot)



RACE	GENDER	AGE	BUILD	CAREER CLASS	RELIGION	ALIGNMENT
Halfling	Male	34	Average	Rogue	Does not to think too much of things like that	Neutral
HEIGHT	WEIGHT	HAIR	EYES	TRAITS	SOCIAL LEVEL	INSANITY PTS
122 cm	50 kg	Curly blond	Bright blue	-	D6	0

## DESCRIPTION

CURRENT CAREER	CAREER PATH	CAREER EXITS
Thief (basic)	-	Thief (specialised), Bodyguard

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	5	16	34	2	1	6	59	1	42	13	38	12	45	46
ADVANCE SCHEME		+10	+10			+2			+10					+10
CURRENT PROFILE	5	16	34	2	1	7	59	1	52	13	38	12	45	46

Melee Weapons		I	WS	D	PY	Skills	Skills
Rusty Knife 10% infected wounds Bite of the Mouse *		+10	-	-2	-20	Cook Herb Lore Flee! Dodge Blow Lip Reading Concealment Urban S. Lang. - Thieves Tongue S. Signs - Thieves Signs	Fleet Footed Old Worlder - Reikspiel
Missile Weapons		S	L	E	ES	Load	
						Silent Move Rural Silent Move Urban Evaluate Night Vision 20	
Armour		Location		Enc		<div>Armour Points</div> <div><div>01-15 head</div><div>0</div><div>16-35</div><div>0</div><div>36-55 left arm</div><div>0</div><div>56-80 body</div><div>0</div><div>81-90 right leg</div><div>0</div><div>91-100 left leg</div><div>0</div></div>	

SPILLS	SL	MP	R	D	INGREDIENTS	EFFECT	FATE POINTS
							2
							MAGIC POINTS
							POWER LEVEL
							EXPERIENCE
EQUIPMENT AND TRAPPINGS		LOC	ENC	MOVEMENT	10 SECS	MIN	MPH
Worn clothes		-	-	CAUTIOUS	10	60	2 1/4
Much-used rusty knife		Belt	10	STANDARD	20	120	4 1/2
10% infected wounds				RUNNING	80*	480*	18*
Short sword 'Bite of the Mouse'		Belt	40	PSYCHOLOGY AND HEALTH			
This blade is slim and straight, made of clear, bright steel. The pommel is triangular. The grip is wood covered in soft, grey leather (mouse skin).							
'Bite of the Mouse', like all mice seems to be able to bite through the hardest skin to draw blood							
A hit always inflicts at least 1 dam, regardless of Toughness and Armour							
				NOTES			
				BACKGROUND			
				PLACE OF BIRTH:	Rechtlich near Altdorf		
				SIBLINGS:	1 Sister (41) 3 brothers (28, 29, 30)		
				PARENTS:	Both alive, mother 75, father 81.		
TOTAL			57				
WEALTH	#	LOC	ENC				
1/1 Gold Crowns	12	P	6				
1/12 Silver Schillings							
1/240 Brass Pennies							
TOTAL	12		6				

\*) +50% if fleeing.

You have been an Adventurer now for a couple of months; since you left Rechtlich and met Kurt, Tilania, Therric and Hans. It's been fun, and you have even managed to save Therric from almost certain death.

- Even he could not have stood up to those two trolls alone. He did not seem so happy when he woke up with a lump on the back of his head, but dwarves are a strange lot, anyway. And the other ones did kill the trolls, after all.