

D6 Fantasy

Dwarven Runeseer

Name:

Race:

Gender:

Age:

Height:

Weight:

AGILITY: 2D

Acrobatics
Climbing
Contortion
Dodge
Fighting
Jumping
Melee
Riding
Stealth

COORDINATION: 2D

Charioteering
Lockpicking
Marksmanship
Pilotry
Sleight of Hand
Throwing

PHYSIQUE: 1D

Lifting
Running
Stamina
Swimming

EXTRANORMAL: 2D

Alteration
Apportation
Conjuration
Divination

Move: 8

Strength Damage: 1D

Fate Points: 1

Body Points: 26

CHARISMA: 2D

Animal Handling
Bluff
Charm
Command
Intimidate
Mettle
Persuasion

INTELLECT: 4D+2

Cultures
Devices
Healing
Navigation
Read/Write
Scholar
Speaking
Trading
Traps

ACUMEN: 3D+2

Artist
Crafting
Disguise
Gambling
Hide
Investigate
Know-How
Search
Streetwise
Survival
Tracking

Funds/Silver: 4D/240

Character Points: 5

Wounds: 5



Advantages

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

Equipment: Runestones (R2), +2 to *divination* totals.

Disadvantages

Age: Elderly (R2), +1 to the difficulty of physical actions.
Hindrance: Clouded Eye (R2), +2 to sight-based difficulties.

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

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

Devotion: Code of the Runeseers (R2), Runeseers are a secretive lot. They don't discuss their oracular visions with anybody but the person who has petitioned their services. To do so may disturb destiny's weave and upset the natural balance. At times they must also act as soothsayers, warning the foolhardy from the path of destruction. Likewise, to hesitate in doing so may disrupt destiny's weave.

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.

Skill Bonus: Divination (R1, cost 1), +3 to *divination* totals.

NOTE: This character starts with 6D to allocate to skills.

Description: Born the seventh son of the seventh son, you were destined for greatness among your people, yet that destiny was a heavy burden upon your shoulders. The visions started when you were but a boy. When your parents saw that what you had dreamed came to pass, you were sent away to learn the ways of the runeseer. You were taught to cast and read the runes, interpret your dreams and the dreams of others, and to discern the nature of spirits, both good and evil. You foresaw the rise of heroes and the fall of kings, the coming of the great dragon, and its demise. Now you are an old dwarf, and your eyesight is failing, but your second sight has not dimmed. In fact, it has perhaps become clearer. Now if only adventurers would actually pay heed to your warnings, then perhaps you wouldn't be so grumpy.

Equipment: Runestones, quill, ink, paper, bedroll and blanket, wooden bowl and brass dinner set, tinderbox, waterskin, whetstone, dagger (+1D damage), silver holy symbol, lamp and oil, large leather pouch, two small flannel pouches, spell scrolls and components, warhammer (+3D damage).