

Dothomar Kern
The Dwarf Gladiator



Look: Hard Eyes, Close cropped hair, Barbaric Costume, Huge Body

Description: Dothomar (Doth) is a tall Dwarf, so tall that he is sometimes mistaken for a human. At an early age Doth's home was shattered and he was sold into slavery. He had a knack for violence so he was put into the fighting arena. He was eventually freed from the arena and tries to make an "honest living" through mining and metal work.

Attributes

17	9	15	8	12	13
STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	-1	+1	+1

HP: 8/25, Armor: 1 , Damage: D10, Load: 8/13, Level: 2, XP: 0

GEAR

Your load is 12+STR (14).

Arsenal (2 weight)

Beast Hide Armor (1 armor, 1 weight)

The Impaler, Pickaxe (*Close, 2 piercing, messy, 2 weight*)

Battleaxe (Close, messy, 1 weight)

Wicked knife (Hand, messy, 1 weight)

Punching dagger (Hand, +2 damage, 1 weight)

3 Healing Potions (0 weight)

Bonds

Marlow freed me from the arena.

Et'tu would be dead if it weren't for me.

I made _____ a lot of money with my victories.

_____ bet against me once. Once.

Moves

ALIGNMENT (Lawful): Best another in a fair fight.

Race: Dwarf - You ignore the forceful tag on enemies' weapons.

Arsenal (2)

Years of fighting unpredictable foes in the arena have taught you to be prepared for just about anything. In addition to whatever primary weapons you carry, you're loaded down with lethal oddments: bone darts, obsidian knives, razor-edged gloves, whatever. Your arsenal is abstract, disposable, not really a "thing."

When you go into battle fully equipped, you have 2-arsenal. You can have a maximum of 3-arsenal at any time.

Choose a look for your arsenal:

Improvised

Right Tool for the Job

At any time you can spend your arsenal, one-for-one, on the following effects.

- Add a weapon tag from the list or any range tag to your weapon for one move.
(The Range tags are: *Hand, Close, Reach, Near, Far*)
- Treat a single damage die as though it had rolled the maximum value.

Weapon Tags

+1 Armor: You gain +1 armor.

+1d4 damage: You deal +1d4 damage.

Forceful: It knocks someone back a pace, possibly off their feet.

Messy: Damage from this weapon tears people and things apart.

2 Piercing: Ignore 2 points of armor.

Precise: Roll +DEX instead of +STR with Hack & Slash.

Stun: The weapon deals stun damage instead of normal damage.

Thrown: You can Volley with this weapon. If you do, you can't choose to mark ammo on a 7-9 result, and the weapon is lost until you can retrieve it.

He's Not Using It Anymore

When you kill an armed enemy, gain 1-arsenal.

Are You Not Entertained? (CHA)

When you grandstand for the benefit of anyone watching, roll+Cha. On a 10+, take +1 ongoing until you roll a 6- on a move or your audience leaves. On a 7-9, take +1 forward instead.

(2nd level)

Mano-a-Mano

When you call out an opponent for single combat, roll+CHA. On a 10+, it's on. No one else will attack you, and your chosen foe won't attack anybody else. On a 7-9, choose one:

- Your chosen foe honors the duel. His buddies? Not so much.
- Nobody else will come at you, but your chosen foe has no compunction about killing anybody between you and him.