TAVERN TALES

Character Info

Character	<Name>, the Gargoyle		Player

Appearance

Carved to look like a fiercesome beast and made of shifting stone that grinds as its moves, the Gargoyle was animated by magic long ago.

Motives / Hidden Information

- Fulfill Purpose
- Kill as Last Resort
- Protect Creator
- Blank

This character is intended to be adaptable for the player to serve as a specific role. Perhaps they were created as a lab assistant, or maybe as a watchman for a powerful guild.

Brawn	Finesse	Roll Results		Total XP Level	10	Treasure
+3	-3	Good	Bad	Unspent XP	0	1
		8+	13-			

Mind	Spirit
0	0

Conditions / Defenses

CN	Conditions	Defenses
		Made of Stone
		Tough
		Tough

Bolstered to...

Temporary Traits

Body Traits:
Melee (Heavy - Roll Brawn for attacks)

General Traits

0

Inventory Slots / Item Traits

Slot		Item Traits	
1	C		0
	E		0
	I		0
2	C		0
	E		0
	I		0
3	C		0
	E		0
	I		0
4	C		0
	E		0
	I		0
5	C		0
	E		0
	I		0

Traits/Upgrades

Combat	Exploration	Interaction
3	2	1
Fling (Beast) You can fling a creature that's smaller or lighter than you a <u>close</u> distance.	**Rocksolid** (Elements) *Reflavor of Iron Body* You weigh up to 20 times more than normal and can't be forcibly moved.	**Only a Statue** (Arcane) *Reflavor of Just an Old Man with a Walking Stick* You can make someone grossly underestimate you until they see proof to the contrary.
Made of Stone (Dragon) *Reflavor of Scales like Tenfold Shields* Gain the <u>defense</u> "Made of Stone ☐." Mark it when you suffer a Bad Tale from a weapon. When you do, that weapon shatters, breaks, or is otherwise rendered temporarily unusable.	**Earth Walk** (Elements) You can move through stone, metal, and earth as if they have the consistency of mud. You can breathe normally and sense your surroundings while in these materials.	
Tough as Nails (Warfare) Gain the <u>defense</u> "Tough ☐☐." Mark it when you suffer a Bad Tale that you can ignore with sheer toughness.		

Future Traits		
Combat	Exploration	Interaction