

NAME
Mouldywarp

CONCEPT
Half dwarf, half giant mole. Sturdy dungarees over grayish fur. Great nose, and even greater claws. Former royal agent in a highly trained treachery of spies. Knows a lot of dirt on a lot of people.

DRIVE
Retire peacefully, with enough gold for a nice, quiet hovel.

WEAKNESS
Super terrible eyesight.

TRAUMA

BRAWN
SCORE **13**
MODIFIER **+3**
AFFINITY **1** 2 3
DAMAGE
ARMOR **1**

AGILITY
SCORE **11**
MODIFIER **+1**
AFFINITY 1 2 3
DAMAGE

MIND
SCORE **8**
MODIFIER **-2**
AFFINITY 1 2 3
DAMAGE

DEFENSE
11

EQUIPMENT

Cool steampunkish glasses, with extra thick lenses 1	Sturdy dungarees (light armor) 2	8 fake identity papers 3	Retirement fund (507 gp, 28 sp, 14 cp, 1 set of gnomish golden dentures) 4	Rabbit's foot (1 wish—anything you like, but it's bound to come with unexpected consequences) 5	6
7	8	9	10	11	12
13	14	15	16	17	18

POWERS

FERAL MIND. Let's face it, at heart you're an animal, with animalistic tendencies and desires, despite your best efforts to dress yourself up in humanity. This can range from specialized cleaning rituals to extreme sniffing, or improbable contortions. Sometimes, however, it can feel great to let the inner animal off the leash and just go full frenzy.

Going berserk is a free action that can be done once per session, at which point any damage to your Brawn and Agility is wiped away, though you take 1d4 Mind damage. This state of primal rage lasts for a scene, and when it's over you have great difficulty remembering what happened during it. While feral, your thoughts can generally be summarised as: fight, flight, or mate. All your attacks deal an extra 1d6 damage. Occasionally you may also have trouble separating friend from foe.

NATURAL BORN KILLER. Nature, evolution, or perhaps dark magick, has gifted you with a natural weapon. You have vicious claws, which count as a medium weapon (attached, brutal), and deal 1d8 damage.

NATURAL BORN DIGGER. You can dig through earth and rubble and such at astonishing speeds.

KILLER EVOLVED. Your claws do 1d8 damage, instead of 1d6 (already factored in above).

SENSEFULL. You have an extraordinary sense of smell, for good or ill. Usually good, but, you know.