

Fofler Lichstin - Faun - Witch (He/Him)

Tier: 1 - Elmore Townsfolk

Broad, slightly rotund with fur like light leather and dark shore eyes. Well lived in greed robes.

Difficulty: 11| Thresholds: 6/12| HP: 6| Stress: 6

ATK: +1| Dualstaff: Far| 1d6+3

AGI -1 STR +1 FIN 0 INS 0 PRE +2 KNO +1

Motives/Tactics:

Survivalist +2, Witch Is Unisex! +2

Features: **Blighting Strike**- Spellcast roll against target w/in far range. Success, target takes d6+1 mg dmg using Proficiency. Next time target deals dmg to ally, it is reduced by half. If you succeed with Fear, target takes d10+1 mg dmg using Proficiency.

Faun Charm- Spend 1 Stress to turn a hostile or neutral NPC friendly for a short time using your natural, warm, disarming charm.

Sprigget - Gnome (Child)- Ranger

Tier: 1 Child of Elmore

She is a tiny whirlwind of freckles, frizzed out copper curls, and boundless enthusiasm.

Difficulty: 12| Thresholds: 6/13| HP: 6| Stress: 6

ATK: +1| Cleaver:Melee| d8 phy| Fishing Rod:Far| d6+3 phy

AGI +2 STR 0 FIN +1 INS +1 PRE -1 KNO 0

Motives/Tactics: Deadly Aim +2, Pick on Someone Your Own Size +2

Social: "I'm small, not fragile.", "I didn't mean to hit him. But I'm not sorry either.", "Lidda says I'm not allowed to throw good plates anymore. So I use the fun ones.", "If you hear a crash, it was definitely on purpose."

Features: **I See It Coming**- When targeted by an attack from beyond Melee range, mark a Stress and roll a d4 and gain a bonus to Difficulty equal to the result.

"Accidental" Distraction- Spend 1 Stress to create a sudden, chaotic distraction.

Companion: "Brushbuddy"

Difficulty: 10| Tail Swipe:Melee| d6 | Stress: 3

Can't Hit What You Can't Find +2