

Badger

HD 7

Strength:	16	Att Adj: 0	Dam Adj: +1
Muscle:	18	Door: 9	Bar: 10
Stamina:	14	Wght: 70	
Dexterity:	10		
Aim:	10	Msl Adj: 0	
Balance:	10	Reac Adj: 0	Def Adj: 0
Constitution:	18		
Health:	18	Sys %: 99	Poison: 0
Fitness:	18	HP Adj: +4	Res %: 100
Intelligence:	13		
Reason:	13	Spell Lvl: -	Mx Spell: -
Knowledge:	13	Bonus Prf: 3	Learn %: -
Wisdom:	11		
Intuition:	11	Bonus: -	Fail %: -
Willpower:	11	Magic Def: -	Spell Im: -
Charisma:	12		
Leadership:	12	Loyalty: 0	Hench: 5
Appearance:	12	Reac Adj: 0	

Sex: Male
Race: Badger
Skin: Grey, Black

Thief	Roll
Pick:	
Open:	
Traps:	
Silent:	
Hide:	
Noise:	
Climb:	
Read:	
Magic:	
Illus.:	
Bribe:	
Tunnel	90%
:	
Bonds:	

Saving Throws	Base
Para/Pois/Death:	10
Rod/Staff/Wand:	12
Petri/Poly:	11
Breath Weapon:	12
Spell:	13

Hit Points
30
CPs Saved: 0
Hero Pts: 1

Base AC: 4
Full AC:
Dex :

Movement
Run : 6+2(8)
Swim :
Fly :
Tunnel : 3+2 (5)

Weapon – Base THACO: (14)	Init	Size	Reach	KD	Damage (s,m/l)
Bite				1d()	1d4
Claw x 2				1d()	1d3
				1d()	

AC	10	9	8	7	6	5	4	3	2	1	0
Roll	4	5	6	7	8	9	10	11	12	13	14

Class/Special Abilities
Burrowing
Knows Local Animals, Rumors
Disadvantage: Bad Tempered

Proficiencies (x2 for animal innates)	Strt	Abil	Roll
	+	+	
Weather Knowledge	14	0	14
Endurance			na
Local History (own Forest)	16	0	16
Trait, Fast Healer			
Inherent Immunity, Cold			
Blindfighting			na
Animal Lore (+7 CP)	7		14
Swimming	9	1	10
Iron Will (see C&T p. 79)	8	3	11
Engineering (+5 CP)	5	5	10
Jumping	8	5	13
Observation (see S&M p. 61) (+2)	7	2	9

Badger lived just outside the inn in a burrow, and visited the inn to talk to Rat (less often, to Cat) about goings-on in the area. His taste of adventure - or maybe companionship - must have triggered something deep inside himself that he hadn't previously realized was there, because somehow Druid managed to talk him into joining the Human adventuring group. Badger likes to grumble and complain about it, but secretly he's proud of his combat skills, and he and Dog have become a pretty good fighting team. Dog taught him to swim, a skill Badger would rather do without, but several past experiences have shown him its value. He has recently picked up some skill in engineering after having to help the Humans tunnel into a keep to rescue the prisoners kept within.

Amulet of Cheetah Speed: Badger was given this amulet by Raven's Druid, after a conversation one night in which he was grumbling about not getting any magic items. When the adventurers found this item in a treasure trove, she insisted it go

to Badger. Although there was some protest, the group has since come to respect the decision, since with this magic item Badger becomes a formidable opponent, indeed. The amulet (which is hung around Badger's neck on a short silver chain) increases move by 2, and once per day he can move at 45" for 3 rounds – allowing him to chase down and maul several escaping enemies!