

## Bruce LeRoi, Chip Monk of the Order of Assisi

STATISTICS		SKILLS & SPELLS				
		DESCRIPTION	STAT	RNK	MOD	TOT
STR	2	Calm	10	5	5	20
AGL	10	Heal	6	3	2	11
CON	7	Teleskip	8	3	3	14
DEX	9					
APP	7					
		SKILLS				
WIS	4	Deception	10	4	1	15
INT	6	Initiate	10	3	0	13
CHA	5	First Aid	6	3	3	12
PIE	10	Medicine	4	2	3	9
WIL	8	Meditation	4	5	0	9
LUC	3	Stage Magic	8	3	1	12
DEF	6	Unarmed Combat	10	5	3	18
BASE FOR	17					
KARMA	2					
FATIGUE	17					
FORTITUDE		APTITUDE				
1 - Head	9	Intellect				3
2 - R. Arm	34	Movement				0
3 - R. Shoulder	34	Craft				0
4 - Chest	9	Fighter				3
5 - L. Shoulder	34	Thief				0
6 - L. Arm	34	Performer				0
7 - Stomach	17					
8 - Groin	17					
9 - R. Leg	34					
10 - L. Leg	34					
ARMOR		NOTES				
1 - Head	0	<p>Bruce LeRoi is not well liked by the other Chipmonks. They are just as happy to see him go on this mission which they consider a fool's plan.</p> <p>Bruce, like all chipmunks, can carry four nuts in his cheeks as opposed to the squirrels who may only carry two.</p>				
2 - R. Arm	0					
3 - R. Shoulder	0					
4 - Chest	0					
5 - L. Shoulder	0					
6 - L. Arm	0					
7 - Stomach	0					
8 - Groin	0					
9 - R. Leg	0					
10 - L. Leg	0					
None						
EQUIPMENT						
<p>Helmet of Nudt</p> <p>This acorn shell is purported to have been fashioned by the dark god Nudt. Made of simple acorn shells, it is inscribed with runes of unknown origin. Any who hold it will see perfectly in darkness and be able to cast light by spending one Fatigue point. The light will only go out if the wearer falls unconscious, takes it off or wills it to stop.</p>						
ATTACKS						
Attack		Damage		+ TH/ + TD		# Attacks
Claws		1d2		+ 5/ + 3		5
Bite		1d4		+ 5/ + 3		2
Maneuver		Special		+ 5/ + 3		2
Bruce LeRoi may use his Bite and claws in one round or his Maneuvers. He must make an Unarmed Combat skill check to use his Maneuver after making a successful attack.						
GOALS						
DESCRIPTION				AWARD		
Establish trade with Mr. Jones, the dogs or Jones Junior.				Five points		
Avoid killing any animals.				Two points		
Recover the Shell of Darius and return it to the Order of Assisi.				Ten points		
Each nut he personally carries back to Nuttopia.				Three points		
Not retrieving the Shell of Darius.				Minus ten points		
Each animal killed during the mission and as a result of the mission.				Minus three points		