

# Sir Grais deNwutt, Knight of the Order of the Brazil Nut

STATISTICS		SPELLS				
		DESCRIPTION	STAT	RNK	MOD	TOT
STR	3	Heal	3	5	5	13
AGL	10	Cling	10	2	2	14
CON	10	Dodge	10	1	1	12
DEX	8					
APP	5					
		SKILLS				
WIS	5	Armor Use (L)	3	1	4	8
INT	3	Climb	10	2	1	13
CHA	10	First Aid	2	3	0	5
PIE	9	Initiate	9	3	0	12
WIL	5	Medicine	3	5	0	8
LUC	3	Running	10	1	1	12
DEF	13	Tracking	5	3	4	12
BASE FOR	20	Unarmed Combat	10	5	4	19
KARMA	2					
FATIGUE	18					
FORTITUDE		APTITUDES				
1 - Head	10	Intellect				0
2 - R. Arm	40	Movement				1
3 - R. Shoulder	40	Craft				1
4 - Chest	10	Fighter				4
5 - L. Shoulder	40	Thief				0
6 - L. Arm	40	Performer				0
7 - Stomach	20					
8 - Groin	20					
9 - R. Leg	40					
10 - L. Leg	40					
ARMOR		NOTES				
1 - Head	20					
2 - R. Arm	20					
3 - R. Shoulder	20					
4 - Chest	20					
5 - L. Shoulder	20					
6 - L. Arm	20					
7 - Stomach	20					
8 - Groin	20					
9 - R. Leg	20					
10 - L. Leg	20					
Tree bark & Nutshells						
WEAPONS & EQUIPMENT						
Pinky of St. Lumpnutt						
Loaned from the Temple, this artifact is very important to the Order of the Brazil Nut. It will turn the Dark Rat Horde if a successful Initiate skill check -4 is made on a d20.						
ATTACKS						
Attack	Damage	+ TH/ + TD		# Attacks		
Claws	1 d4	+ 5/ + 3		5		
Bite	1 d6	+ 5/ + 3		2		
Squirrels may use their claws or bite in one attack round but not both.						
GOALS						
DESCRIPTION				AWARD		
Jones Junior must survive the mission.				Five points		
Each Squirrel that survives				Two points		
Recover the Brazil Nut of Jones				Ten points		
Each Nut Personally recovered				Three points		
Jones Junior Dies				Minus ten points		
Each Squirrel that dies				Minus three points		