

KARP

AC: 4 / 5

HP: 45

MORALE: 9

GENDER: Male

TYPE: Humanoid

LAND SPEED: 12 / 900 / 18

RANK: 2

XPs: 90

MS: 12 [Luck Roll 60%]

IN: 15 [Idea Roll 75%]

DX: 14 [Agility Roll 70%]

CH: 10 [Charisma Roll 50%]

CN: 13 [Stamina Roll 65%]

PS: 12 [Effort Roll 60%]

LANGUAGES: Cambol Speak, Trade Speak, and Humanoid Lingo.

MUTATIONS: Mental Control, Telekinetic Flight, Ultravision.

SKILLS AND BACKGROUND: Foraging Skill.

EQUIPMENT: He wears studded leather armour, carries a shield, and is armed with a short sword, 2 javelins, and a needler (with a new power pack and a full clip). The needles are coated with level 11 Intensity sleeping poison (for 2d20 minutes). He also carries the party's lexicon and maps. He carries 2d4x10 gp and three lag bolts (25 gp each) in a small pouch tied to his belt.

APPEARANCE: Karp stands 1.75 m tall and weighs 76 kg. He has shoulder-length red hair and a shaggy red and blond beard. He has small circular, insect-like red eyes topped with wild eyebrow hair. His face is thin and gaunt. He rarely smiles and when he does it is usually at someone's expense. He has a multiple piercings along the ridge of his nose, both ears, and double piercings on his bottom lip. He wears a star-like pendant made from brass around his neck (worth 50 gp).

BACKGROUND: Having completed his own Rite of Passage the year previously, Karp has been tasked by Elder Magus Shek (of the village of Grover) to lead a rescue mission of clan members currently in Carrion captivity. To make things even more difficult, he must do this with green recruits (Karp will always blames others for his own failings). Karp doesn't not trust anyone except Rahn (they did their Rite of Passage together). He is always quick to pick at someone's faults & flaws, only to ignore his own. He enjoys reminding the party that they are children and will likely break when counted on. He has bigoted, crude opinions about mutant animals as a whole and as such, he keeps giving Gund the crappy, menial jobs to perform.

NOTES: +2 to hit in Physical Combat; Punch does 1d4-2 damage; Javelin does 1d6 damage; short sword does 1d6/D damage.

AC:	1	2	3	4	5	6	7	8	9	10
Punch To-Hit Roll:	15	14	13	12	11	9	8	7	6	5
Javelin To-Hit Roll:	18	17	16	15	14	13	12	11	10	9
Needler To-Hit Roll:	16	15	15	15	14	11	10	9	7	6
Sword To-Hit Roll:	18	17	16	15	14	13	12	11	10	9