

NAME Weathered Ruffian RACE Humanoid SIZE 1 HEIGHT 5'8" WEIGHT 170lbs HL 2 EL 0

CON	<u>3</u>	AGI	<u>2</u>	INT	<u>2</u>	STR	<u>2</u>	WILL	<u>5</u>	CHA	<u>1</u>
Hit Points	<u>45</u> / <u>45</u>	Initiative	<u>4</u>	C. Mastery	<u>4</u>	Armor	<u>4</u>	SP Armor	<u>10</u>	Song Effect	<u>2</u>
Vitality	<u>90</u> / <u>90</u>	Speed	<u>4</u>	H. Mastery	<u>4</u>	MAD	<u>4</u>	M. Mastery	<u>10</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>4</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Spiked Club

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 19 Crit DMG: 23 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Crossbow

Type: N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: 19 Crit DMG: 23 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Flashbang Powder	Description: Target adjacent creature tests CON 8	DPD: Stun	& Blind
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Name: Acid Vial	Description: Target creature within 10 spaces tests AGI 6	DPD: Dissolve & 5 SP-DMG
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: _____

Vulnerabilities: _____

Traits: **Resilience**

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

The “Weathered” are a group of free people that live in the wastelands (*outside of towns.*) Aside from freedom, their reason for doing so is to create a community of people that are hardy, evolved, and more resistant to the elements. Although their way of life sports a high mortality rate, those that do survive are noticeably more durable than their sheltered counterparts.

Unlike Raiders, the Weathered are more welcome around towns. They trade, eat, drink, and they’re the primary suppliers for most shop owners. They’re a mostly neutral group of people, but since they live so freely, their moral compass can be a bit skewed at times.

Weathered Ruffians are people that have adopted a brutish style of life. Influenced by a “survival of the fittest” mentality, these Ruffians aren’t afraid to take what they want; even if they must beat you for it. Most won’t kill you, but those that have had experiences with Raiders might.

Weathered Ruffians are tough and resistant to the elements. Their constant exposure to the outside wastelands has caused them to develop a strong resistance to the elements.

APPEARANCE

Weathered Ruffians resemble thugs, or scavengers. You can expect them to be wearing loose, patchy clothes and old, inefficient gas masks or scarfs. Most of them bear scars, scratches, burns, callouses, and evidence of past broken bones. Weathered Ruffians come in all kinds of races, although titans, humans, and elves are the most common.

As for weapons, the Weathered Ruffians use basic clubs as a melee weapon. Their clubs are usually spiked and of any design, such as a board with nails in it or a branch with teeth impaled into it. They use crossbows as ranged weapons, and these are usually cheap wooden crossbows, or modern crossbows acquired via trading or scavenging. Their Flashbang Powder and Acid Vial abilities are just resources they’ve gathered from the wastelands.

COMBAT BEHAVIOR

Weathered Ruffians are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use ranged attacks or abilities when appropriate.