

[WC] Hovar Stonespeaker (Sapper)

Hovar is the squad's lone sapper. He is an expert at setting and detonating explosives. Sappers typically augment their demolition skills with the effective use of hammers or axes.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Healing d4, Knowledge (Demolitions) d10, Knowledge (Gemstones), Lockpicking d6, Notice d6, Repair d4, Stealth d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 8 (2); **Sanity:** 6

Hindrances: Greedy (major): Hovar is literally obsessed with fine gems, Doubting Thomas (minor): Skeptical; -2 to Fear rolls, Loyal (minor): Never leaves a man behind

Edges

- **Counterattack:** If foe fails Fighting attack and not Shaken, get one free attack.
- **Sunder:** Ignore 1 point of armor when using a melee weapon; ignore 2 points with a raise on the attack.
- **Quick:** If dealt a 5 or lower, draw another Action Card.

Racial Abilities

- **Low Light Vision:** Ignore attack penalties for Dim and Dark Lighting.
- **Slow:** Pace of 5".
- **Tough:** Begin with a d6 in Vigor.

Gear

- **Battle Axe:** Str+d8.
- **Chain Hauberk:** +2 Toughness over torso, arms, and legs.
- **Grenade (10):** Range (5/10/20); Damage: 3d6; MBT.

