



**Dwarves
Bummer Trupper
(Elite)**

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Adventurer Name	Player Name
Party Name	
Current Match Battle Honors	Adventurer Current Strength

Turn Record

1	2	3	4	5	6
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Stat Block

Armor Class	4	Energy Shields	0	Damage Reduction	0	Ablative Armor	0	Hit Points	18	Move	3	BH Value	L1-M2-H3	Challenge Roll	7
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Melee Weapon (Bummer) Improvised 1d12 Melee Weapon. Base TN 9.				Combat Modifiers	
				Melee Offense	+0TN (hero, improvised weapon)
Ranged Weapon (Bummer)				Melee Defense	+1TN (hero)
Short	1-3	Med.	4-6	Long	7-9
TN	7	TN	8	TN	9
				Ranged Offense	-2TN (hero, ranged attack skill)
				Ranged Defense	+0TN
1d12 aimed weapon. Penetrating (1/2 armor save). Slow (move action to reload). Begins battle loaded.					

Crit	D12	Cost	Skill (random 1-6)	D12	Cost	Equipment (random 7-12)
Dead. Not coming back.	1	1 ○○○	Run. +1 MP. Increases minimum move.	1	1 ○○○	Magic Amulet (defense). -1 to Crit rolls, if desired.
○ Miss 2 matches.	2	1 ●○○	Ranged Attack Skill. -1 TN Ranged Attack Bonus.	2	1 ○○○	Magic Bummer (attack bonus). -1 TN to hit with ranged attacks.
○ Miss 1 match.	3	1 ○○○	Ranged Defense Skill. +1 TN to be hit by ranged attacks.	3	1 ○○○	Magic Bummer (damage bonus). +1 to damage with ranged attacks.
Lose random skill upgrade permanently.	4	1 ○	Fearless. Immune to enemy fear effects.	4	1 ○○○	Magic Coat (defense). +1TN to be hit by attacks.
Lose random equipment upgrade permanently.	5	2 ○○○	Strong. +1 damage and -1 TN bonus in melee, and +1 bonus to Strength saves.	5	2 ○○○	Magic Ring (ES). ES 4/6/8.
○○ Linger injury. +1 TN Attack penalty.	6	2 ○	Cookie Cutter. No need to roll randomly to select a target in a zone.	6	2 ○	Bummer (Buckshot). Make two attack rolls per shot. Choose one.
○○ Linger injury. -1 to movement points.	7	2 ○	Eagle Eye. Ignore the effects of cover for ranged attacks.	7	2 ○	Bummer (Long Range). Extend Long Range to 12.
○○ Armor damaged. -2 AC.	8	2 ○	Healer. May remove 1 injury Crit per battle during the post-battle phase.	8	2 ○	Bummer (Bayonet). Bummer melee damage is now 2d12.
○○ Weapon damaged. +1 TN to hit.	9	3 ○	Scary. Enemy must make morale save to make attack into this zone.	9	3 ○○	Magic Bummer (Improved Powder). +3 damage.
○○ Weapon damaged. -2 to damage.	10	3 ○○○	Resilient. Ignore 1/2/3 levels of injury, and may remain active until -11 hp.	10	3 ○	Magic Bummer (Metal Cartridges). Bummer is no longer a Slow weapon.
No effect.	11	3 ●○	Tough. +50%/+100% HP. +1 to toughness saves.	11	3 ●○○	Armor (AC). +2 to AC. AC higher than 10 only helps to offset reduction by enemy attacks.
No effect.	12	3 ○○○	Skill Level Increase. Hero, Champion, Paragon.	12	3 ○○○	Magic Armor (DR). DR 2/4/6.

