

ERIC



SUMMON SLOTS:

1

ALIGNMENT: LIGHT

CHARACTER

DEFENSE: 6 DODGE: 7 WILLPOWER: 5

SPECIAL: REPAIR

TRUSTY WRENCH:



1 REPAIR:



3 ARMOR UP!:



5 I CAN USE THAT!:



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V0.27

ERIC:

TO FIX THINGS, THAT IS A PURPOSE. OR, AT LEAST THAT'S WHAT ERIC THINKS. WHILE OTHER DWARFS WANT TO FIGHT AND DRINK ERIC IS AT PEACE WITH FIXING THINGS. THAT'S WHAT MAKES HIM A GREAT ENGINEER IN THE EYES OF HIS OTHER DWARFS. HIS PASSION IS WITH FIXING THING, MACHINES THAT OTHERS BREAK.

QUOTE:

"HEY, I CAN USE THAT..."



ABILITY DESCRIPTION

SPECIAL:

REPAIR, ABILITY TO REPAIR ARMOR ON ANY UNIT THAT HAS AN ARMOR VALUE. MAY NOT REPAIR MORE THAN STARTING VALUE OF ARMOR STAT.

TRUSTY WRENCH:

ERIC TAKES HIS TRUSTY WRENCH AND USES IT AS A WEAPON, STRIKING HIS TARGET AND KNOCKING SOME SENSE INTO THEM. IF AN OPPONENT IS DAMAGED GAIN A **FATE TOKEN**.

REPAIR:

ERIC IS AN ENGINEER AT HEART, HE JUST LOVES TO FIX THINGS. THAT'S WHERE HIS REPAIR SKILL COMES IN HANDY, HE CAN FIX ANYTHING. IF A UNIT HAS ARMOR, ERIC CAN REPAIR IT FOR **2 POINTS** IN ONE ROUND.

ARMOR UP!:

ERIC HAS MOBILE ARMOR PACKS THAT HE CAN USE IN CASE OF EMERGENCIES. REACHING INTO HIS BACKPACK HE THROWS THE ARMOR PACK AT HIS TARGET. THE PACK FORMS TEMPORARY ARMOR OF **3** THAT LASTS UNTIL IT'S DESTROYED. BECAUSE OF THE NATURE OF THE PACKS, THIS ARMOR CANNOT BE REPAIRED NOR ANY EXTRA ARMOR STACKED ON TOP, EVEN IF THAT ARMOR WOULD BE MAGIC. THE PACKS ADD TO THE CURRENT ARMOR VALUE OF THE TARGET.

i CAN USE THAT!:

ERIC SEES A PILLAR OF FATE AS MORE THAN JUST A PILLAR, IT'S AN ENERGY SOURCE THAT HE CAN MANIPULATE. WITH HIS TOOLS, HE TAPS INTO THE ENERGY OF THE PILLAR AND CREATES A TEMPORARY ARMORY THAT WILL GIVE ANY FRIENDLY UNIT WITHIN **6 INCHES 3 ARMOR**. TREAT THIS NEW ARMOR LIKE AN ARMOR PACK. THE ENERGY HE CREATES ALSO HEALS ANY UNIT WITHIN **6 INCHES** FOR **2 HEALTH** AND GIVES THEM A **+1** TO ALL ROLLS TILL THEIR NEXT ACTIVATION.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

