

Skill Base	
Athletics	12
Awareness	13
Brawling	11
Business	14
Charisma	17
Courage	14
Crafting	8
Deceit	16
Deduction	9
Dwarven	10
Education	10
Elder Speech	10
Endurance	13
Forgery	14
Gambling	15
Human Perception	16
Intimidation	13
Persuasion	17
Physique	13
Pick Lock	9
Resist Coercion	17
Resist Magic	12
Sleight of Hand	14
Stealth	15
Streetwise	12
Trap Crafting	11
Wilderness Survival	12

Dodge Base	13
Reposition Base	12

Armor	Double Woven Armor
Armor SP	8
Racial Bonus	+2



Easy  
Complex

Intelligence  
Sapient

Senses  
N/A

INT	6
REF	7
DEX	9
BODY	7
SPD	5
EMP	9
CRA	7
WILL	8
LUCK	10

STUN	7
RUN	15
LEAP	3
STA	35
ENC	95
REC	7
HP	35



### Bounty

Various Tavern Tabs

### Loot

A Cart with a Mule  
Up to 5000 Crowns of Items  
1250 Crowns  
1d6 Mundane Items  
Thieves' Tools  
A Flask of Dwarven Spirits  
20 Crossbow Bolts  
5 Broadhead Bolts  
5 Bodkin Bolts

# Rodolf Kazmer

## Common Knowledge (Education DC:13)

There ain't much word on Rodolf Kazmer and I hear he tries to keep it that way, heh. Son of a bitch makes rounds 'round the Northern Kingdoms and down into the Nilfgaardian vassal states tradin' goods and sellin' supplies to revolutionaries and folk who're willin' to stick it to the black ones. Sounds like a real hero if ya ask me! Heh, Rodolf can be plenty friendly if ya meet him at the right tavern but ya best be careful. From what I hear he's a staunch member of the Scoia'Tael and he's always got a Commando of Elves and Dwarves just an hour away as the crow flies! Ain't the type of dwarf I'd wanna tussle with.

—Rodolf Kazmer



## Lore & Behavior (Education DC:16)

Rodolf Kazmer is a prominent suppliers of the Northern Rebels and a smuggler of significant skill. Born in Maribor to a family of dwarves fresh out of Mahakam, Rodolf has always viewed himself as Temerian and has never worked with the Scoia'tael. Even though he has faced racism all throughout the Northern Kingdoms he still believes the Scoia'tael are misguided fools who have let their anger get the better of them. Rodolf believes humans and non-humans can coexist but not if everyone keeps killing each other.

Rodolf has seen combat in both Northern Wars and through his military service, he has developed a decent level of skill with a crossbow as well as the dwarven axe. The dwarf has worked as a forward scout, a guerilla fighter, a frontline arbalist, and a sniper but has never claimed to be a great warrior. Rodolf's true skill lies in commerce and coercion.

After the end of the Second Northern War, Rodolf returned to a life of business and started traveling the Northern Kingdoms, buying, selling, and gambling extensively. When the Third Northern War broke out, Rodolf shifted his talents to smuggling and began supporting the besieged Northern troops with food, armor, weapons, and whatever else he could smuggle into occupied or besieged cities. Rodolf asks for a small fee from the soldiers he supports but it is negligible compared to the prices he sets for everyday customers.

### Resistances

N/A

### Immunities

N/A

### Suceptabilities

Hanged Man's Venom

### Attacks

Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Poniard	12	S/P	2d6+4	10	N/A	Bleed (25%)	2
Dwarven Heavy Crossbow	19	P	5d6	15	300m	Slow Reload	1
Dwarven Axe	15	S	5d6+7	15	N/A		2

### Well Traveled (15)

By taking an Action, Rodolf can roll a Well Traveled check at a DC set by the GM to attempt to call upon memories of his travels to remember any fact about an item, culture, or area.

### Options (13)

When buying an item, Rodolf can take an Action, to roll an Options check at a DC set by the GM. On a successful roll, Rodolf can find another person selling the item for half the price. The higher the item's rarity, the higher the DC should be. This ability does not affect experimental, witcher, unique, or relic items.

### Well Connected (14)

When first entering a settlement, Rodolf can take an Action to roll a Well Connected check against a DC based on the settlement (see Pg. 68). On a successful roll, Rodolf raises his Reputation in that settlement by an amount equal to half the value he rolled over the DC for 1d6 Weeks.

### Rookery (16)

By taking an Action, Rodolf can make a Rookery check at a DC based on the settlement (see Pg. 68) to recruit a number of urchins or vagrants who each grant a +1 to Streetwise checks about the local area. Each Urchin/Vagrant must be paid 1 Crown.

### Fence (14)

By taking an Action, Rodolf can roll a Fence check at a DC set by the GM to find a fence who will buy any item at full market price, won't ask any questions, and won't turn Rodolf into the local authorities.

### Warrior's Debt (13)

By taking an Action, Rodolf can roll a Warrior's Debt check to call on a warrior who owes him a favor. Rodolf can split the resulting roll across the sections of the Warrior table (see Pg. 68). This warrior will accept any reasonable order Rodolf gives and will work for him for 4 Days.