

Mister Fitz

10th/8th Level Magic-User/Specialist

AC: 20 (18 base + Dex)

Move: 120'

HP: 60

Attack Bonus: +1 (& +3 for Strength)

Attacks: Wooden fists (x2) or dagger

Damage: 1d4 & 1d4, or by weapon

Alignment: Chaotic

Morale: 11

Charisma: 10

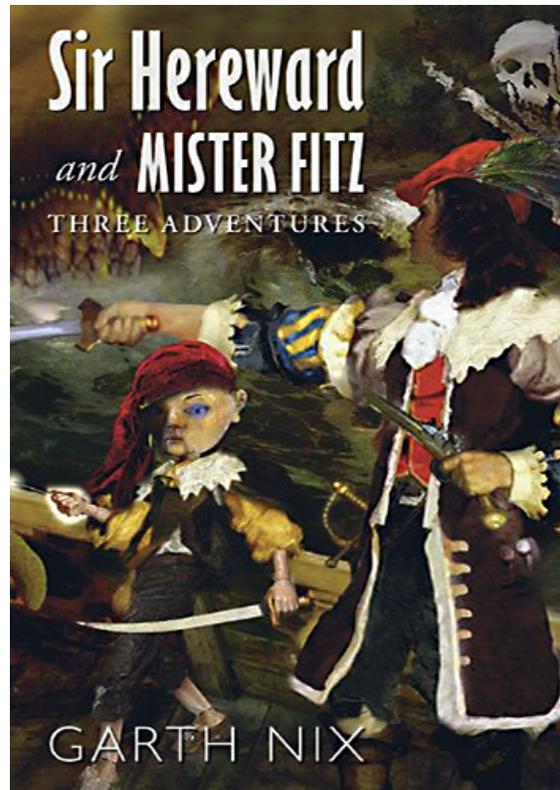
Constitution: 17

Dexterity: 17

Intelligence: 17

Strength: 18

Wisdom: 16



Architecture 2, Bushcraft 2, Climb 2, Languages 4, Medicine 2, Seamanship 2, Search 2, Slight of Hand 3, Sneak Attack 2, Stealth 3, Tinker 2

Mister Fitz – also of the High Pale – is a millenia-old sorcerous puppet. It is the nurse, teacher and travelling companion of Sir Hereward.

Mister Fitz usually casts spells via four inch-long sorcerous needles that glow with a bright violet light. Each contains one spell and is crafted from materials stored in the expandable rosewood sewing desk Fitz wears as a backpack. The needle is consumed when the spell is cast and a new needle will then have to be made. Fitz usually carries three or four needles at a time, in his jacket or under his hat.

If you wish, Mister Fitz can be a Wonder & Wickedness Sorcerer instead of a by-the-book Magic-User. If you go this route, and decide to make him a Specialist, he will choose one of the Diabolism, Elementalism, Spiritualism or Translocation specialties; and he will forsake Pschomancy.