

OSCAR DIGGS

Traveling Conman Inventor who has recently found himself in the [Ultraviolet Grasslands](#)

[I used #14 Cacogen (mostly) as a template]

How many roads must a man walk down? All let you know when I know. I've learned much along the way, not the least of which is "there's a sucker born every minute".



SKILL	STAMINA	LUCK	
6	Initial:	17	Initial:
	Current:		10
		recovers at 1d6/night	recovers at 2d6/night

ADVANCED SKILLS & SPELLS	RANKS	+SKILL	+ITEM	TOTAL
Etiquette	2	+6	+0	8
Disguise	2	+6	+2	10
Spell - Amity (4)	1	+6	+0	7
Tinkerer	1	+6	+1	8
Golden Barge Pilot	1	+6	+0	7
Fusil Fighting	1	+6	+0	7

1	2	3	4	5	6	7+	WEAPONS
2	4	4	6	12	18	24	Fusil (two-handed): a long weapon that looks like a rifle; 6 charges per plasmic core
1	1	2	3	6	8	10	Fusil (two-handed): used as a club in melee

Armor

-1	-2	-3	ARMOR
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	No.	INVENTORY (from 14 Cacagen)	Skill	Bonus
1	1	Fusil (shots fired = 1,2,3		
2		(two-handed)		
3	1	Velare: 24h per plasmic core	Disguise	+2
4	6	plasmic cores (one is in Fusil, one is in Velare) 3-cash@		
5	1	Lots of scrolls and writing equipment		
6	1	Astrolabe		
7	1	Abacus		
8	6	Provisions (6 max per slot) 1-cash@		
9	1	Tinkerer Tools	Tinkerer	+1
10	6	Provisions (6 max per slot) 1-cash@		
11	6	plasmic cores (one is in Fusil, one is in Velare) 3-cash@		
12				
13				
14				
15				
16				
17				
18				

MONIES	PROVISIONS		SPECIAL	
<ul style="list-style-type: none"> • 71-cash from the Porcelain Citadel 	<ul style="list-style-type: none"> • -18-cash: 6 plasmic cores • -6-cash: provisions 			

Experience Points

#	Session	[Date]	XP	Notes	Treasure
1.1	Leaving Ultraviolet City	26 Mar 20	50		
			10	for shouting "We go west!"	
		1 Apr 20	50	play report	
1.2	Wumpus Nest	2 Apr 20	40	bats!	
			75	Wumpus	
			75		3 plasmic cores
1.3	The Dragon also Rises	28 May 20	300		
		29 May 20	50		
			650		