Kannmich Nichtfinden (or nickname “Kann”).

Kann is a hobbit (of Germanic culture descent – from Perrenland region if he was in D&D), age 80 (about age 60 in human years).  He spent his first couple of decades working on a farm, but farming was not his passion.  He enjoyed watching magic – or more accurately, sleight of hand by experts in the field.  In time he would make friends with some of the characters in his village and region that practices such things, and long story short, he became a Rogue – eventually abandoning the family farm (much to his parent’s chagrin) and pursuing a life of adventure.  (Some tried to teach him the ways of true magical prestidigitation and spellcasting, but he just didn’t have the aptitude.)  Think Bilbo Baggins but more of a willingness to go out into the world.  This lead to decades of adventure and experience, eventually becoming well-renown in Thieves Guild circles and in demand as an expert in locksmithing (and picking) as well as pocket picking, or more accurately – “finding lost and/or necessary material items in the possession of strangers.”  Picking is just his thing.  He picks, and he grins.  He was also fairly handy with short bladed weapons and thin cords/ropes – and often found himself hired as something of a clandestine watcher (stealthy bodyguard) for eccentric adventurers.  Around age 75 or so, he returned to his village and reunited with his family.  Now wealthy from his exploits, he settled in to a life of entertaining others (sleight of hand, after all) and becoming one of those crafty magic entertainers at the town tavern he had so enjoyed watching as a young boy.  What happens next or why he is adventuring and getting all super powerful with this party is a mystery to me (the player), but I figure the GM will clear all that up soon!

Education: On the farm and the School of Hard Knocks

Where do you live: Presently on his family farm

Career: Rogue, Thief, Master of Disguise

Hobbies: Pipeweed, performing witty magic tricks, winning games of deception

Faith:  Tends to believe in nature spirits (as does most of his village)

Pets: some Farm Animals

Relationships: Unmarried (never wanted to share the wealth); no chillen

Personality: Likes:  Good jokes and stories; those who drink good whisky and ale; dangerous situations

Personality: Disklikes: straight-laced rules-followers with corncobs up their butts; those without a sense of humor

Point of view:  Spending life doing idle and entertaining things

Motivation: Entertain and impress others with his abilities; find humor in things

Class: Rogue

Alignment: Lawful Neutral

Connection:

Facts:

Stats (basic/starting):

STR     13

DEX     18 (16)

CON    14

INT      13

WIS      10

CHA     16 (8)

HP:      8 + 2

Saves:

EVASION (DEX) = 11

SPIRIT (CHA) = 12

HARDINESS (CON) = 13

Words:

Alacrity (p30 / cannot be surprised)

Deception (p37 /

Theft (p? / do not know…)

Effort:  2

Influence:  2

Dominion:  0

