

Ulis

Human

RACE

Hunter

PROFESSION

50

XP

4

LEVEL

Strength
2
15

Agility
4
33

Intuition
2
15

Charisma
3
23

Perception
4
33

HP
60

Armor
3

Aura
0

Expertise
2

Movement
16

Initiative
18

TNT Role
-2

AP
3

Weapon Skill 1d10 + 0
Unarmed Skill 1d10 + 0
Dodge 1d20 + 0
Ballistic Skill 1d20 + 4
Tactics 1d10 + 0
Acrobatics 1d10 + 0
Magic Skill 1d10 + 0
Arcane Lore 1d10 + 0
Religious Magic 1d10 + 0
Religion 1d20 + 0
History 1d10 + 0
Animal Handler 1d10 + 0
Insight 1d10 + 0
Slight of Hand 1d10 + 0
Deception 1d10 + 0
Charm 1d10 + 0
Interrogate 1d10 + 0
Haggle 1d10 + 0
Inspire 1d10 + 0
Stealth 1d20 + 0
Guard 1d20 + 0
Law 1d10 + 0
Wilderness Surv. 1d20 + 0
Concoct Poison 1d10 + 0
Medicine 1d10 + 0
Language 1d10 + 0
Culture 1d10 + 0

Skills

DMG +5
Stamina +0
Crit 19
Crit DMG +0d4
Splash 0%
Splash DMG +0d4
Expertise +0
Movement +6ft
Extra Attack 0%
Armor +3
Aura +0
Directed Strike 0
Initiative (INI) -2
AP 0

Feats

Ice & Cold AGI 1d20 + 0
Fire & Heat STR 1d20 + 0
Holy CHA 1d10 + 0
Death STR 1d10 + 0
Radiant PER 1d10 + 0
Poison STR 1d10 + 0
Disease STR 1d10 + 0
Illusion PER 1d10 + 0
Mental INU 1d10 + 0
Arcane INU 1d10 + 0

Resistances

Weapons

Longbow: 1d12+2+4+5 INI:13

Specials

* Bloodbath
* Vanish: Can hide in plain sight

Stat Rolls

Strength: 1d10 + 0
Agility: 1d20 + 0
Intuition: 1d10 + 0
Charisma: 1d10 + 0
Perception: 1d10 + 0

Spells

Summon companion

Summon a beast to help you
* Bear: 5 armor, taunt, 50 HP movement 5 INI 0, 1 attack per round, 1d4 + 1
* Wolf, armor 1, 35 HP INI 5, attack per round 2d6 + 2
* Bird: 0 armor, 6 HP, INI 18, Movement 40

Through their eyes

You can see through the eyes of the beast you've summoned

Aimed Shot

Roll extra 1d4 DMG costs 1 AP

Tracker

You can track animals through rough and tough terrain

Pathfinder

Party gains +5 movement when you help them in the wilderness

Passive

When you do not attack animals, they will not attack you