

Earl-th

Drawf

RACE

Earth Mage

PROFESSION

80

XP

5

LEVEL

Strength
3
30

Agility
1
10

Intuition
7
63

Charisma
3
26

Perception
2
15

HP
110

Armor
8

Aura
9

Expertise
2

Movement
8

Initiative
22

INI Role
2

AP
6

Weapon Skill	1d20 + 0
Unarmed Skill	1d10 + 0
Dodge	1d20 + 1
Ballistic Skill	1d20 + 0
Tactics	1d10 + 0
Acrobatics	1d10 + 0
Magic Skill	1d20 + 12
Arcane Lore	1d20 + 7
Religious Magic	1d20 + 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
Torture	1d10 + 0
Inspire	1d10 + 0
Stealth	1d10 + 0
Guard	1d10 + 0
Law	1d10 + 0
Culture	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

Skills

DMG	+0
Stamina	+6
Crit	19
Crit DMG	+0d4
Spash	0%
Splash DMG	+0d4
Expertise	+0
Movement	-2ft
Extra Attack	0%
Armor	+8
Aura	+9
Directed Strike	0
Initiative (INI)	2
AP	3

Feats

Ice & Cold	AGI	1d20 + 3
Fire & Heat	STR	1d10 + 3
Holy	CHA	1d10 + 3
Death	STR	1d20 + 3
Radiant	PER	1d10 + 3
Poison	STR	1d10 + 3
Disease	STR	1d20 + 3
Illusion	PER	1d10 + 3
Mental	INU	1d10 + 3
Arcane	INU	1d20 + 3

Resistances

Weapons

Source: 1d12+2+7+0 INI:10

Specials

- * Lucky: At the start of the combat you roll 2 d10 dice. During the combat you can substitute any roll made
- * Fortified: +1 Stamina and +1 Armor
- * Resistant: +3 to all resistance checks

Stat Rolls

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

Spells

Stone Skin	Increase armor by 1 for 5 rounds, can cast on 1 person
Stone Skin	Increase armor by 2 for 5 rounds, can be cast on 2 people
Strength of the Earth	Increase STR by 1, +1 DMG for 5 rounds, can be cast on 1 person
Strength of the Earth	Increase STR by 2, +2 DMG for 5 rounds, can be cast on 2 person
Summon Earth Elemental	Summon an Earth elemental with 20 HP and 3 armor to fight with you. Taunts one target per round and does 1d4 DMG. Can only have one Earth Elemental summoned at the same time. Costs 3 AP to summon and all of the Initiative in that round. Casting requirements count for every other rank as well.
Summon Earth Elemental	Summon an Earth elemental with 30 HP and 5 armor to fight with you. Taunts one target per round and does 1d6 DMG. Can only have one Earth Elemental summoned at the same time. Or two lower level earth elementals.
Summon Earth Elemental	Summon an Earth elemental with 45 HP and 7 armor to fight with you. Taunts one target per round and does 1d8 DMG. Can only have one Earth Elemental summoned at the same time. Or 2 lvl 2 earth elementals or 3 lvl 1 earth elementals.
Slow to Anger	After the elemental dies the taunt falls to you and you will be attacked instead of the earth elemental. You can share the DMG your elemental gets. You get 50% and the elemental gets 50%.
Earth Quake	You can center a small earth quake around you, DC 12 AGI save or targets fall to the ground and does 1d4 DMG to everyone in the quake 30ft radius. Costs 3 AP and all of your initiative.
Destroy Armor	Lower the target's armor by 1 per AP
Shatter Stone	You can shatter 5 kg of stone per round

