

Roughneck - Tower

Human  
RACE

Defender  
PROFESSION

80

XP

5

LEVEL

Strength

7

65

Agility

3

21

Intuition

2

19

Charisma

2

19

Perception

2

15

HP	Armor
230	11
Weapon Skill 1d20 + 12	
Unarmed Skill 1d20 + 7	
Dodge 1d20 + 11	
Ballistic Skill 1d10 + 0	
Tactics 1d20 + 0	
Acrobatics 1d10 + 0	
Magic Skill 1d10 + 0	
Arcane Lore 1d10 + 0	
Religious Magic 1d10 + 0	
Religion 1d10 + 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 1d20 + 0	
Law 1d10 + 0	
Culture 1d10 + 0	
Concoct Poison 1d10 + 0	
Medicine 1d10 + 0	
Language 1d10 + 0	
Culture 1d10 + 0	
Skills	

Aura	Expertise	Movement
0	2	4
DMG +5		
Stamina +23		
Crit 20		
Crit DMG +0d4		
Spash 80%		
Splash DMG +3d4		
Expertise +0		
Movement -6ft		
Extra Attack 0%		
Armor +11		
Aura +0		
Directed Strike 0		
Initiative (INI) -2		
AP 0		
Feats		
Ice & Cold	AGI	1d20 + 0
Fire & Heat	STR	1d10 + 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	1d20 + 0
Resistances		

Weapons

Scimitar: 1d12+2+7+5 INI:10  
Large Shield  
Plate Armor

Specials

- \* Hardened: +2 Armor
- \* Hard to handle: +5 defense and +1 armor
- \* Unshaken: Can't be knocked to the ground

Stat Rolls

Strength: 1d20 + 5  
Agility: 1d20 + 0  
Intuition: 1d10 + 0  
Charisma: 1d10 + 0  
Perception: 1d10 + 0

Spells

Taunt	Can taunt a target for one turn for 1 AP, taunt can be resisted with a DC 16 resist Mental Attacks roll
Intervene	You can quickly move between allies on the battle field, regardless of your movement speed. Only works if the allie is in combat.
Positioning	You can position a target in such a way that a party member, also in combat with that target get's an extra attack.
Last Stand	When at negative HP you can roll a Strength Check with the negative HP as DC to keep fighting.
Healable	STR counts double for your inate healing. Inate Healing: 23
Splashing	Your splash automatically refreshes taunt on your main target for another round and applies taunt on the second target as well.