

# Kuifje

Indir

RACE

Arcane Warrior

PROFESSION

80

XP

5

LEVEL

Strength  
6  
55

Agility  
1  
5

Intuition  
3  
29

Charisma  
3  
29

Perception  
2  
11

HP  
75

Armor  
4

Aura  
2

Expertise  
4

Movement  
8

Initiative  
20

TNT Role  
0

AP  
3

Weapon Skill	1d20 + 15
Unarmed Skill	1d10 + 0
Dodge	1d10 + 0
Ballistic Skill	1d10 + 0
Tactics	1d10 + 0
Acrobatics	1d10 + 0
Magic Skill	1d20 + 3
Arcane Lore	1d20 + 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	1d10 + 0
Guard	1d10 + 0
Law	1d10 + 0
Wilderness Surv.	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

Skills

DMG	+6
Stamina	+0
Crit	19
Crit DMG	+0d4
Spash	0%
Splash DMG	+0d4
Expertise	+2
Movement	-2ft
Extra Attack	40%
Armor	+4
Aura	+2
Directed Strike	0
Initiative (INI)	0
AP	0

Feats

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

Resistances

## Weapons

Great Sword: 1d18+2+6+6+2 INI:15

## Specials

- \* Torrent, interrupt the casting of a target, can be cast outside of your round, once per turn, magic skill check needed const 1 AP
- \* Arcanus Interruptus, once outside of combat "Freeze" time, people can't die in this state. Only one status possible. Can't attack while keeping people in status
- \* Bloodbath, +2 DMG

## Stat Rolls

Strength: 1d10 + 0  
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Strength: 1d10 + 0

## Spells

Arcane Wave	Knockback, 10 INI and costs 1 Action Point, in a cone of 60 deg in front fo the caster. Knockback STR meter (resist with STR DC 14); Per extra AP you spend increase the knockback range by STR meter. This means that if your STR is 5 and you spend 3 AP you can knock someone back for 15 meters.
Arcane Charge	Every attack does 1d4 DMG, gain 1 AP per attack
Arcane Charge	Every attack does 1d6 DMG, gain 2 AP per attack
Arcane Charge	Every attack does 1d8 DMG, gain 3 AP per attack
Blink	Max INU meters, costs 1 AP, per 1 AP +INU meter
Blink	Max INU*2 meters
Blink	Max Line of Sight
Blink	Teleport to "known locations" must have intimate knowledge of the location. For example, your home or the place you've studied.
Mimic	1 AP, steal a buff from the target for a single round, 0 INI;
Arcane Blast	Per AP, 1d4 DMG
Arcane Armor	Per AP +1 Armor and +1 Aura untill the end of your next turn
Arcane Familiar	You can summon an Arcane Familiar which looks like a real animal. You can pick how the familiar looks, but changing the familiar costs ten moonstones (rare item, 10 gold per moonstone)
Illusional Self	You can create an illusion of yourself through which you can cast your spells. Illusion must remain in Line of Sight but can walk through walls. 10 minutes to summon or 1 AP and 20 INI.
Arcane Weapon	Weapon does +1 DMG, costs 1AP to cast. Can be cast on others (also for 1 AP)
Arcane Weapon	Weapon does +2 DMG, can be cast on 2 people at once.
Arcane Weapon	Weapon does +4 DMG, can be cast on 3 people at once