

Roughneck Timmy

Human
RACE

Priest
PROFESSION

80

XP

5

LEVEL

Strength

3

23

Agility

2

15

Intuition

8

75

Charisma

3

21

Perception

2

15

HP	Armor
90	0
Skills	
Weapon Skill	1d10 + 0
Unarmed Skill	1d10 + 0
Dodge	1d10 + 0
Ballistic Skill	1d10 + 0
Tactics	1d10 + 0
Acrobatics	1d10 + 0
Magic Skill	1d20 + 0
Arcane Lore	1d10 + 0
Religious Magic	1d20 + 13
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 + 2
Guard	1d10 + 0
Law	1d10 + 0
Wilderness Surv.	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

Expertise	Movement	Initiative	INI Role	AP
2	10	28	8	9
Feats				
DMG	+4			
Stamina	+0			
Crit	19			
Crit DMG	+0d4			
Spash	0%			
Splash DMG	+0d4			
Expertise	+0			
Movement	0ft			
Extra Attack	80%			
Armor	+0			
Aura	+2			
Directed Strike	0			
Initiative (INI)	8			
AP	6			
Resistances				
Ice & Cold	AGI	1d20 + 0		
Fire & Heat	STR	1d10 + 0		
Holy	CHA	1d10 + 0		
Death	STR	1d20 + 8		
Radiant	PER	1d10 + 0		
Poison	STR	1d20 + 0		
Disease	STR	1d20 + 0		
Illusion	PER	1d20 + 0		
Mental	INU	1d20 + 8		
Arcane	INU	1d20 + 0		

Weapons

Source: 1d8+2+3+4 INI:10

Specials

* Recuperate, +2 AP

Stat Rolls

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

Spells

Haste	Grant a target +5 INI for their next round
Heal	Heal target for Inate Health. This is all the statistics added, unless stated otherwise with the target. 10 INI
Power Word Glory	Instantly allow a party member to take another action, 3 AP and can be considered an
Power Word Charm	A target is charmed and will not attack you for 5 rounds 3 AP instant cast
Power Word Heal	Heal a target for 1d8+4 health 2 AP constns no INI Only one PW can be active
Power Word Shield	Increase a target's armor with 1d4 for one round, 3 AP a target.
Cleanse	Remove one status effect from the target
Revive	Bring a person back to life if they have been dead for less than 3 rounds
Shield	Grants +10 Aura, two targets, takes all the INI and concentration to maintain. You can't cast other spells or do other things while maintaining Shield
Bane	1d20 DMG to demons and undead, 1 AP 10 INI
Invisibility	Gain +10 to Stealth and can roll for Stealth when otherwise impossible. Magical spell
Telepathy	Can communicate through the mind