

Roughneck Jim

Half-Elven  
RACE

Rogue  
PROFESSION

89

XP

5

LEVEL

Strength  
2  
17

Agility  
8  
78

Intuition  
3  
22

Charisma  
2  
11

Perception  
3  
21

| HP                       | Armor |
|--------------------------|-------|
| 90                       | 2     |
| Weapon Skill 1d20 + 7    |       |
| Unarmed Skill 1d20 + 2   |       |
| Dodge 1d20 + 18          |       |
| Ballistic Skill 1d10 + 0 |       |
| Tactics 1d10 + 0         |       |
| Acrobatics 1d20 + 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     |       |
| Haggle 1d10 + 0          |       |
| Inspire 1d10 + 0         |       |
| Stealth 1d20 + 13        |       |
| Guard 1d10 + 0           |       |
| Law 1d10 + 0             |       |
| Widerness Surv. 1d10 + 0 |       |
| Concoct Poison 1d10 + 0  |       |
| Medicine 1d10 + 0        |       |
| Language 1d10 + 0        |       |
| Culture 1d10 + 0         |       |
| Skills                   |       |

| Aura                     | Expertise | Movement | Initiative | INI Role | AP |
|--------------------------|-----------|----------|------------|----------|----|
| 0                        | 2         | 12       | 22         | 2        | 4  |
| DMG +6                   |           |          |            |          |    |
| Stamina +0               |           |          |            |          |    |
| Crit 18                  |           |          |            |          |    |
| Crit DMG +3d4            |           |          |            |          |    |
| Spash 0%                 |           |          |            |          |    |
| Splash DMG +0d4          |           |          |            |          |    |
| Expertise +0             |           |          |            |          |    |
| Movement +2ft            |           |          |            |          |    |
| Extra Attack 0%          |           |          |            |          |    |
| Armor +2                 |           |          |            |          |    |
| Aura +0                  |           |          |            |          |    |
| Directed Strike 0        |           |          |            |          |    |
| Initiative (INI) 2       |           |          |            |          |    |
| AP 1                     |           |          |            |          |    |
| Feats                    |           |          |            |          |    |
| Ice & Cold AGI 1d10 + 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 1d20 + 3    |           |          |            |          |    |
| Mental INU 1d20 + 8      |           |          |            |          |    |
| Arcane INU 1d10 + 0      |           |          |            |          |    |
| Resistances              |           |          |            |          |    |

Weapons

Daggers of Faith: 1d10+0+8+6 INI:10

Specials

- \* Crit: +2 Crit
- \* Hard to Hit: +5 Dodge + 1 Armor
- \* Fast: +2 INI

Stat Rolls

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

Spells

- Directed Strike
- When in Stealth get +2 to Directed Strike.  
For 3 AP you can call a shot, double your DMG, +35% crit chance
- Stealth
- Can hide in the shadows in an uncanny way. Can Stealth when others can't
- Reduce Armor
- Reduce the target's armor by 1d4, costs 2 AP
- Flurry of Blows
- For 2 AP increase Extra Attack by 100%
- From the Shadows
- When attacking from Stealth, gain +25% Crit
- Vanish
- For 1 AP you can vanish into Stealth at the end of your round.