

Shell



Shell is a mercenary from the city of Akais, veteran of battles against marauding pirates who terrorise the coast.

NAME Shell ARCHETYPE Warrior

LEVEL 2

VOCATION Soldier

XP 0

COMPLICATION Overconfident

XP TO LVL 3

WEAPONS AND ARMOR

Armour: Chain Mail (-1 die damage reduction)

Weapon: Unarmed Strike (1D6 damage)

Weapon: Mace (1D8 damage)

Weapon: Heavy Crossbow (1D10 damage)

Weapon: Spear (1D8 damage)

PHY

12

AGI

12

INT

11

WIL

10

HP

15

HIT DIE

D10

Luck



CLASS ABILITIES

Combat Superiority: If he doesn't move, a Warrior can make a number of attacks in a round equal to his level minus the highest HD of the creatures he is engaged in combat with.

Improved Damage: A Warrior always rolls the damage dice of their attacks improved by 1 step in the following chain: d4, d6, d8, d10, d12 and d20.

Weapon Specialization: A Warrior chooses a type of weapon (swords, axes, bows, polearms, spears, hammers) that he has mastered. When using weapons of that type, they roll a Positive Die with attack rolls.

Improved Maneuvers: Any character can perform combat maneuvers (disarming, tripping, pushing) in place of a normal attack. A Warrior can attack and perform a maneuver at the same time. If the attack is successful, the enemy needs to roll higher than the character's d20 result to resist.

LOOT SPELLS NOTES

Weapon Specialisation: Unarmed

