

SBURB RP TOURNAMENT CHARACTER SHEET

/u/noraanon		
Name: Caelia Pallas		Level: 10
EsperHandle: alienatedConscience		Race and Gender: <b>Teal Blood (#007D87)</b> Troll - Female
<b>Ability scores:</b> Str: 11 (+0)                      Int: 15 (+2) Dex: 18 (+4)                     Wis: 16 (+3) Con: 14 (+2)                    Chr: 10 (+0)		<b>Psionic Resistance:</b> Str: 11                      Int: 18 (+6=24) Dex: 16                     Wis: 19 (+6=25) Con: 13                    Chr: 16 (+6=22)
Max HP: 64    AC: 14+3		PP: ∅

<b>Combat Quick Reference</b>	<b>(Optional)</b>
HP:64/64                      AC: 14+3	PP: ∅
To hit: +4	Damage: 4d8+4
Grapple Mod: +0	Insight Mod: +5

<b>Skills</b>	<b>Feats and Abilities</b>																		
Reminder: 1 skill point/level                      To Assign:(0) <table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:60%;">Name</th> <th style="width:40%;">Modifier + points</th> </tr> </thead> <tbody> <tr> <td>Athletics (Str)</td> <td>+0</td> </tr> <tr> <td>Acrobatics (Dex)</td> <td>4+2=6</td> </tr> <tr> <td>Sleight of Hand (Dex)</td> <td>+4</td> </tr> <tr> <td>Stealth (Dex)</td> <td>4+2=6</td> </tr> <tr> <td>Arcana (Int)</td> <td>+2</td> </tr> <tr> <td>Engineering (Int)</td> <td>+2</td> </tr> <tr> <td>History (Int)</td> <td>+2</td> </tr> <tr> <td>Investigation (Int)</td> <td>+2</td> </tr> </tbody> </table>	Name	Modifier + points	Athletics (Str)	+0	Acrobatics (Dex)	4+2=6	Sleight of Hand (Dex)	+4	Stealth (Dex)	4+2=6	Arcana (Int)	+2	Engineering (Int)	+2	History (Int)	+2	Investigation (Int)	+2	Granted by race, levels and gear. Write full description here. Note that this does not include psionic powers.  <i>Vigilant: Advantage on Perception and Investigation Rolls</i>  <i>Calculating: As a minor action, you can make an Investigation check, opposed by the target's Insight. If you succeed, you have advantage on Attack Rolls against the creature OR the creature have disadvantage on rolls against you. The effect lasts until your next turn.</i>
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Nature (Int)	+2	Improved Initiative: <i>You gain a +4 bonus to initiative. If your initiative total is less than 10, treat it as 10.</i>
Religion (Int)	+2	
Animal Handling (Wis)	+2	
Insight (Wis)	3+2=5	
Medicine (Wis)	3+2=5	
Perception (Wis)	3+2=5	
Survival (Wis)	+3	
Deception (Chr)	+0	
Intimidation (Chr)	+0	
Persuasion (Chr)	+0	
Perform (Chr)	+0	

Sylladex	Strife Specibus
Type: Trifecta	Type(s): Knifekind (Main) StaffKind/RifleKind Two Handed, (Off)*
Description: Items can only be captchalouged and de-captchalouged 3 at a time, the three objects must have a stated one word connection label between them, activated at first object, the other two must be found within the room or in a square 20ft area if outside, If Failed the object(s) is/are ejected violently from the sylladex.	Description: Aim Bot: Rifle (Heavy Two Handed): 4d8+Dex. Range 20/80. Minor action reload. Range With this rifle you can shoot through obstacles up to 4 inches thick with no damage loss. Can go through obstacles up to 6 inches thick with a damage loss of 1 die per inch over 4. +2 to accuracy when shooting at opponent not behind cover.
Content: <ul style="list-style-type: none"> <li><u>Hood of the Vanguard</u>: Light Armor: +3 AC, +6 to mental resistances and +1 HP every 3 turns.</li> </ul>	Content: <ul style="list-style-type: none"> <li>One Aimbot Rifle</li> </ul>

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| <ul style="list-style-type: none"><li>• Grenade: thrown range 10/30 deals 3d10 damage in a 5 foot blast</li><li>• Bottled Healing Slime: 3 charges, major action to consume. Restores 2d5+Medicine+Con mod HP.</li></ul> |  |
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