

ESPLORAZIONE

SENSI

Shami	Per: +6	PerPass: 16	Sensi particolari: scurovisione 18, con runa 32m
Moreau	Per: +0	PerPass: 10	Sensi particolari: vede normalmente nelle tenebre normali e magiche fino a 36 metri
Coldheart	Per: +8	PerPass: 18	Sensi particolari: /
Thanom	Per: +6	PerPass: 16	Sensi particolari: scurovisione

CONOSCENZE

Shami:	A: +1(A)	R: +1	N: +1	H: +7
Moreau:	A: +10	R: +4	N: +4	H: +10
Coldheart:	A: +11	R: +11	N: +5	H: +5
Thanom:	A: -1	R: -1	N: -1	H: -1

ABILITA' SOCIALI

Shami:	D: -1(A)	P: -1	I: +5	Intuizione Pass: 15 [Advantage(Stone Rune)]
Moreau:	D: +5	P: +11	I: +17	Intuizione Pass: 10
Coldheart:	D: +0	P: +0	I: +0	Intuizione Pass: 12
Thanom:	D: +6	P: +2	I: +2	Intuizione Pass: 10

INIZIATIVA

Shami:	+0	[Immunity to surprise (Tempest Rune)]
Moreau:	+3	
Coldheart:	+3	
Thanom:	+1	

COMBATTIMENTO

CLASSE ARMATURA

Shami: 19
Moreau: 16
Coldheart: 14 (17 con Mage Armor)
Thanom: 17

TIRI SALVEZZA [segnare V (vantaggio) o S (svantaggio) accanto]

Shami*: F: +11 D: +0 C: +11 I: +1 S: +0 C: -1
Moreau: F: +4 D: +3 C: +2 I: +4 S: +6 C: +11
Coldheart°: F: +4 D: +4 C: +2 I: +12 S: +9 C: +1
Thanom": F: +11 D: +1 C: +9 I: -1 S: +6 C: +2

* Advantage vs poison (Hill rune); reroll failed (indomitable, 3/3/long)

* Advantage TS Forza quando grande (Giant Might)

° Advantage vs Spells

" Advantage Dex vs traps, Reroll TS 1/rage (fanatical)

RESISTENZE

Shami: Veleno (Hill Rune)

Moreau:

Coldheart: Incantesimi (Abjurer), Freddo (Staff of Frost/Chromatic Rose)

Thanom:

IMMUNITA'

Shami:

Moreau:

Coldheart:

Thanom:

PUNTI FERITA E LIVELLI DI AFFATICAMENTO

Shami:	142/212	0
Moreau:	125/125	0
Coldheart:	62/91(+39)	0
Thanom:	62/163	0

REAZIONI

Shami:

- Runic Shield (force reroll TxC on enemy against ally)
- When you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature

becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range. (Cloud Rune)

- When a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. (Stone Rune)

Moreau: Armor of Hexes (roll 4+ on d6 to avoid hit from cursed creature)

Coldheart: Absorb Elements (quando subisco danni *non* da Freddo da attacchi ad area o da incantesimi di 3a cerchia+, o da creature che ho già visto attaccare usando quella capacità. Projected Ward, Contingency (quando avrò soldi per castarlo)

Thanom:

CASSA / EQUIPAGGIAMENTO COMUNE

SOLDI

GEMME

POZIONI E STRUMENTI DI GUARIGIONE

ALTRO