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| <b>Core</b>  | /u/Letaali   |
| Name: <b>Marko Onesiphoros</b>   | Level: <b>10</b>   |
| EsperHandle: <b>reticentSunderer</b>   | Race and Gender: <b>Human male</b>   |
| Ability scores:<br>Str: 24 (+7)                      Int: 9 (-1)<br>Dex: 16 (+3)                     Wis: 13 (+1)<br>Con: 14 (+2)                     Chr: 11 (+0) | Psionic Resistance:<br>Str: <b>21</b> Int: <b>13</b><br>Dex: <b>17</b> Wis: <b>15</b><br>Con: <b>16</b> Chr: <b>14</b> |
| Max HP: <b>71</b> AC: <b>18</b>  | PP: <b>∅</b>   |

|                                |  |
|--------------------------------|--|
| <b>Combat Quick Reference</b>  | <b>(Optional)</b>  |
| HP: <b>63/71</b> AC: <b>18</b> | PP: <b>∅</b>   |
| To hit: <b>1d20+7</b>          | Damage <b>4d12+7(Hammerkind)</b> and a <b>13 CON check for extra 1d6</b> |
| Grapple Mod: <b>+9/+5</b>      | Insight Mod: <b>+4</b>   |

| <b>Skills</b>   | <b>Feats and Abilities</b>   |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
|---|--|-------------------|-----------------|-----------|------------------|-----------|-----------------------|-----------|---------------|-----------|--------------|-----------|-------------------|-----------|---------------|-----------|---------------------|-----------|--|
| Reminder: 1 skill point/level   | Granted by race, levels and gear. Write full description here. Note that this does not include psionic powers. |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| <table border="1"> <thead> <tr> <th>Name</th> <th>Modifier + points</th> </tr> </thead> <tbody> <tr> <td>Athletics (Str)</td> <td><b>+9</b></td> </tr> <tr> <td>Acrobatics (Dex)</td> <td><b>+3</b></td> </tr> <tr> <td>Sleight of Hand (Dex)</td> <td><b>+3</b></td> </tr> <tr> <td>Stealth (Dex)</td> <td><b>+3</b></td> </tr> <tr> <td>Arcana (Int)</td> <td><b>-1</b></td> </tr> <tr> <td>Engineering (Int)</td> <td><b>-1</b></td> </tr> <tr> <td>History (Int)</td> <td><b>-1</b></td> </tr> <tr> <td>Investigation (Int)</td> <td><b>-1</b></td> </tr> </tbody> </table> | Name   | Modifier + points | Athletics (Str) | <b>+9</b> | Acrobatics (Dex) | <b>+3</b> | Sleight of Hand (Dex) | <b>+3</b> | Stealth (Dex) | <b>+3</b> | Arcana (Int) | <b>-1</b> | Engineering (Int) | <b>-1</b> | History (Int) | <b>-1</b> | Investigation (Int) | <b>-1</b> | <p><u>The Undying</u>: Heavy Armor: <b>+8 AC</b>. You have resistance to piercing and bludgeoning damage.</p> <p><u>Relentless</u>: When you miss a creature with a melee attack, you have advantage on your next melee attack against that creature before the end of your next turn.</p> <p><u>Improved Initiative</u>: You gain a <b>+4</b> bonus to initiative. If your initiative</p> |
| Name  | Modifier + points  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Athletics (Str)   | <b>+9</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Acrobatics (Dex)  | <b>+3</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Sleight of Hand (Dex)   | <b>+3</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Stealth (Dex)   | <b>+3</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Arcana (Int)  | <b>-1</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Engineering (Int)   | <b>-1</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| History (Int)   | <b>-1</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |
| Investigation (Int)   | <b>-1</b>  |                   |                 |           |                  |           |                       |           |               |           |              |           |                   |           |               |           |                     |           |  |

|                       |    |  |
|-----------------------|----|--|
| Nature (Int)          | -1 | total is less than 10, treat it as 10.<br><br><u>Fast Movement:</u> Your speed increases by 10 feet. |
| Religion (Int)        | -1 |  |
| Animal Handling (Wis) | +1 |  |
| Insight (Wis)         | +4 |  |
| Medicine (Wis)        | +1 |  |
| Perception (Wis)      | +1 |  |
| Survival (Wis)        | +1 |  |
| Deception (Chr)       | +0 |  |
| Intimidation (Chr)    | +5 |  |
| Persuasion (Chr)      | +0 |  |
| Perform (Chr)         | +0 |  |

| Sylladex  | Strife Specibus  |
|---|--|
| Type: <b>Array Modus</b>  | Type(s): <b>Hammerkind</b>   |
| Description:  | Description:   |
| Content: <ul style="list-style-type: none"> <li>• <u>Bottled Healing Slime</u>: 3 charges, major action to consume. Restores 2d5+3 HP</li> <li>• <u>Grenade</u>: thrown range 10/30 deals 3d10 damage in a 5 foot blast.</li> </ul> | Content: <ul style="list-style-type: none"> <li>• <u>Dwarven Atom Smasher</u>: Hammer (Heavy Two Handed): 4d12 + STR damage. Upon impact the recipient must take a 13 CON check if failed, he takes 1d6 damage.</li> </ul> |

Looks: **Light brown hair, decently handsome, short, dark red eyes.**

Art, Sprite and Symbol: <http://i.imgur.com/w8l3QfQ.png> <http://i.imgur.com/uh7wdHc.png>