

Azi

Thursday, November 03, 2011
1:51 AM

STR	14+2	INT	14
DEX	16+2	WIS	12
CON	14+2	CHA	12+2

Template grants +2 to Str, Con, Cha
Innate Enchantment grants +2 to Dex

COMBATINFO

HP: L1=18 + L2=8, Con*4 (12) + Immortal Vigor 12+6 = **56**

Initiative: +12

AC: 10 (base) + 4 (Dex) + 2 (Armor L1) +3 (Armor L2) + 1 (Martial Art) = **17 @ L1, 18 @ L2**

May Block an attack (Reflex Save DC 20) 1/rnd

Attack:

Primary: Longsword +8/+8 | +8 [BAB 2, WF 1, GWF 1, BAB 4, STR 3, Enchantment 1, -2 bonus attack, -2 iteration]

Damage: 1d8+4 [STR 3, Enchantment 1]

SAVE L1	Bought	STAT	TOTAL
Fortitude	1	3	4
Reflex	2	4	6
Will	1	1	2

Character Points Gained:

Level 1 (78)

- Base: 48
- Disadvantages: 10 (Hunted by Evil Cult, Dependent on Bonded Chosen, Accursed)
- Feats: 12 (L1 x2)
- Duties: 2

Level 2 (32)

- Base: 24
- Duties: 2
- Feat: 6

Level 3 (26)

- Base: 24
- Duties: 2

Level 1 (78 CP)

HD: 10 +2d4 [18 *3 Con]	22
BAB +2	12
Saves +1 All	9
Prof - All Simple and Martial Weapons	9
Bonus Attack (Off-Hand)	6
Anime Master (Use Full Strength of Off Hand, no penalty)	6
Innate Enchantment <ul style="list-style-type: none"> ○ Immortal Vigor I ○ Martial Mastery II (Long Sword) ○ Detect Poison ○ Dex +2 	6
Block (Melee) - Specialized must be using long sword, corrupted only for off-hand attack	2
Fast Learner (Specialized in skills)	6
22+12+9+9+6+6+6+2+6=78	

Skills: 12+2 (L1)	RANK	STAT	MISC	TOTAL
Acrobatics*	4	4		8
Deception*	4	2	4	10
Stealth*	4	4	2	8
MA*	4	4		8

Gather Info	4	2		6
Endurance	4	3		7
Athletics	4	3		7

*=Adept Skills 1/2 cost

Martial Art ~ Deceptive Blade (Dex Based)

Attack II, Defense III, Sneak II, Synergy (Deception, Stealth, Acrobatics)

KNOWN: 1=Defense+1, 3=Synergy (Deception), 5=Sneak (+1d6 damage), 7=Sneak (+1d6 damage)

Level 2 (32)

HD 10	6
Improved Initiative +4	6
Adept (Deception, Stealth, Acrobatics, MA)	6
WF & GWF Sword +1	4
Imbuement / Specialized for double effect must perform a ritual consecrating the blade	6
Reflex Save +1	3
6+6+6+4+6+3=31	

Template: The Divine Spark

Borrowed Time ~ Reflex Action - Dex Bonus Based Free Standard Actions a day / Corrupted Only activates when under stress or duress / Specialized (Double effect) GM determines when it will activate. 8 Uses/day	4
Mana ~ 1d6 Mana (5) / Specialized only for GM approved powers / Corrupted only activates at GM direction	2
Mana Choice - Reality Editing // Under above stipulations - GM chooses outcome	Free
Template Disadvantages - Valuable & Outcast (Powerful forces seek to collect on his divine spark, though his curse is his skin is flayed for a week as it continually re-grows and sloughs off)	-6

~~Level 3 (26) +1~~

HD 10	6
Grant Sentence / Companion	6
Save +1 All	9
BaB +1	6
6+6+9+6=27	

Companion - Familiar Spider (Tiny Animal)

Grants +4 Initiative (A spider can be deceptively fast)

Master also gains Deep Sleep and Skill Mastery I to Deception and Stealth, Know Direction

+Might (+2 Positive Levels)

+Might (Spell)

Might grants 12 CP to companion:

Innate Enchantment (Specialized Half Effect)	3
o Skill Mastery I (Deception, Stealth)	
o Know Direction	
Blessing ~ Specialized / Master Only	3
Deep Sleep (only requires 4 hours of sleep)	6
Spider need less sleep to get by	