Saltharion Vorton

Total CP (L2): 72(base)+10(DA)+4(Duties)+2(Restrictions)+18(Feat) = 106CP

Age: 24

Sex: Male

Height: 6'0"

Weight: 170lbs

Eye Color: Green

Hair Color: Green

Alignment: Chaotic Good

Racial Spirit Weapon: Keyblade

HP: 32 AC: 15 BAB: +2 Initiative: +3

Attributes:

Str – 12 Fortitude: 4

Dex – 16 Reflex: 5

Con – 14 Will: 4

Int – 16

Wis – 12

Cha – 16

Disadvantages:

-Secret: Torrick (Tabarath cultist) has taken sister Vella prisoner

\*Obligation: Rescue Vella from Tabarath cult

\*Dependent: Vella's keychain charm; becomes reckless and angry if it is lost or stolen; will attempt to retrieve at any cost

-Hunted: Torrick

-Hallucinations: Hometown ransacked by Tabarath; causes Sal to go temporarily insane

Proficiencies - All Simple/One Martial (Keyblade) (6CP)

3d10 (18CP)

+2 BAB (12CP)

+2 BAB Specialized/Keyblade only (6CP)

+5 Warmage Levels - Corrupted/Cold, Electric, and Fire spells only - Specialized/Keyblade only (25CP)

Elemental Manipulation Metamagic (6CP) / Streamlined

Fast Metamagical Upgrade (6CP)

Eldritch – All spells are a distinguishable green color

+2Ref, +3Will, +2Fort (21CP)

Fast Learner - Specialized/Metamagics (6CP)

Adept - Acrobatics, Insight, Perception, Persuasion (6CP)

Evasive - Casting in melee - Specialized/Keyblade (6CP)

Evasive - Moving through threatened square - Specialized/Keyblade (6CP)

Finesse - Dex to Hit - Specialized/Keyblade (3CP)

Skills:

Acrobatics 9 3 +6 ranks

Insight 7 1 +6 ranks

Martial Arts 7 3 +4 ranks

Perception 7 1 +6 ranks

Persuasion 9 3 +6 ranks

Arcana 6 3 +3 ranks

Stealth 6 3 +3 ranks

Martial Arts: Fracture Point (Int-based)

Basic Abilities: Attack 2, Defenses 2

Emerald Dream:

To Hit – 7 Damage – 1d8+1 Critical: 19-20; x2

Spell Points: 31

Saltharion is known for being calm and collected, always trying to see the big picture, to see both sides in every conflict. He knows that words can only go so far, though, and has had to accept the fact that physical and magical force is sometimes unavoidable. That is why he has trained with his odd-looking Spirit Weapon, the Emerald Dream Key. He dresses in a way that is comfortable, and allows him completely freedom of movement in combat, wearing a green cloth vest with decorative leather straps crisscrossing the front and back, with matching shorts that go just past the knees. He fights defensively, not taking aggressive action until absolutely necessary. And on the end of the Emerald Dream hangs a very distinctive, very valuable shaped emerald set in a silver casting attached to a silver chain.

Languages: Common, Abyssal, Celestial, Draconic

Warmage Spells

Level 0

Ray of Frost (PHB 269)

Level 1

Burning Hands (PHB 207)

Chill Touch (PHB 209)

Orb of Cold, Lesser (Complete Arcane 116)

Orb of Electricity, Lesser (Complete Arcane 116)

Orb of Fire, Lesser (Complete Arcane 116)

Shocking Grasp (PHB 279)

Level 2

Blades of Fire (Complete Arcane 99)

Fireburst (Complete Arcane 107)

Flaming Sphere (PHB 232)

Ice Knife (Complete Arcane 112)

Scorching Ray (PHB 274)