**Immortal Blood**

**Highlights:**

* Awesome command power
* Great heals
* Undying allows you to continue after being defeated
* Access to all super stats

**Super Stats:**

* Strength
* Agility
* Dexterity
* Speed
* Toughness
* Intelligence
* Willpower
* Intuition
* Charisma
* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Command\* | Att | A | Direct | 0” | -- | 3” rad | 10u | * Save (CHA, WIL 16) or follow a simple command such as “Flee, mortals” or “Kneel” or “Protect me” * Works automatically on non-combatants and they are affected for the whole scene, combatants get a saves each round as normal | 10 |
| Courage of the Faithful | Buf | N | Area | -- | -- | 6” rad | 6s | * Followers and allies get a +2 to all saves and attribute rolls | 10 |
| Divine Aura\* | Buf | N | -- | -- | -- | Self | 6s | * +2 CHA-based skills * Enemies who try to attack the character become smitten (CHA, WIL 20) | 10 |
| Lay on Hands | Hea | A | Touch | -- | -- | 1 target | 6u | * 2d6 heal | 10 |
| Master of Nature | Utl | N | -- | -- | -- | 100” rad | -- | * May produce a single environmental effect appropriate to your divine heritage * Might have a minor game effect (+/- 1 to some type of roll) * May purchase multiple times to have different effects | 10 |
| Smite | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d8 phys. Damage | 10 |
| Undying | Hea | R | -- | -- | -- | Self | 20u | * 4d6 Self Heal * Only if defeated | 10 |
| Wings | Mov | M | -- | -- | -- | Self | 1r | * 12” flight * +1 defense | 10 |

**Additional Information**

**Command (signature)**

* You shout a simple command and all those near you will be compelled to obey. Non-combatants (NPCs that are not trained to fight and have ½ hits) will follow your command until the scene is ended. PCs and combatant NPCs can save each round as with any lingering effect.

**Courage of the Faithful**

* Your presence inspires your allies to shake off debilitating effects faster.

**Divine Aura**

* The aura of authority surrounding you is so strong that people find it hard to resist you or to do you harm.

**Lay on Hands**

* You heal with your touch.

**Master of Nature**

* Your divine heritage gives you control over some aspect of the environment. You can create a single effect that is appropriate for your character (storms, fog, singing birds and butterflies). This effect can have only minor mechanical effects (plus or minus 1 to certain rolls at the GM’s discretion).

**Smite**

* You smite the blasphemous with a powerful melee attack.

**Undying**

* When defeated, if you have any energy left at all, you can “rise from the dead” with an instant 4d6 heal. The heal costs 20 energy, or all of your remaining energy if you have less than 20.
* If the initial heal is not enough to get you back above zero hits, you can heal each round by paying the energy cost, until you are back to positive hit points. If you are still at negative hits and you run out of energy, you can no longer heal and are truly beaten.

**Wings**

* Your wings provide flight and increase your ability to block attacks.