Origin of the Body

Weapon Proficiency: 1H+Shield, Two Handed, or 1H+1H

Starting Package: Weapon (D10 damage), 2 Healing Potions, 15ft Rope, Torch, Bedroll, 15 copper, 3 days rations, Bottle with Cork (empty), Sting of Beads, Scraps of Leather.

Level Advantage

1 – Plus 3 to HP, Plus 1 to Strength

2 - Iron Fist – Unarmed attacks move from D4-D6 to D8-D10

3 - Stoneblood – Adds 5HP everytime you level up in addition to standard roll

4 – 3 Stat Points

5 - One with the Sun – Gain temporary 5HP while in Sunlight

6 - Alignment of Chakra – Align your body repairing up to 3HP per level

7 – Attack Prowess increased by 1 Die

8 - Rage – Temporarily increase height by 1.5ft and temporarily adds half Level to Strength

9 – Defense Prowess increased by 1 Die

10 - Bloodletter – Adds D6 damage to all successful attack hits

11 – Bonus Focus Power

12 - Shellskin – Turn skin into hard shell taking up to 30 HP

13 – 5 Stat Points

15- Fate’s Fortune – Doubles all Loot

16 - Shake it Off – Immune to Critical Attacks

17 – Determined Strike – Add Fortitude to a Single Attack’s Damage

18 – Quivering Palm – Hit a target with a fist doing D20 damage. Any critical attack will also stop the target’s heart

19 – Bonus Focus Power

20 - Chi – 10 Stat Points, Attack and Defense Prowress increases to D20, HP increased by 40, Can Ascend to Erelim Status.