Origin of the Divine

Weapon Proficiency: Wand, Range, or Melee

Starting Package: Weapon (D8 damage), 2 Healing Potions, Bedroll, 73 copper, 2 gold, 12 silver, 8 days rations, musical instrument, Lucky Coin (+1 percentiles)

Level Advantage

1 – Plus 1 to HP, Plus 3 to Charisma

2 - Lullabye bye – Can sing a song that will that will put target to sleep for 1 D4 rounds unless they complete a Fortitude check. Once per day

3 -Blessing of the Brush – Adds 5HP everytime you level up in addition to standard roll

4 – 3 Stat Points

5 – Beauty in the Black – Gains Temporary 5 HP when fighting in the dark or blinded

6 – Song of the Healer– Sing a song to heal yourself and allies up to 15 HP

7 – Defense Prowess increased by 1 Die

8 – Celebrity – Can replace any Fortitude or Intelligence check with Charisma Stat

9 – Attack Prowess increased by 1 Die

10 – Soldier’s Sonnet – Adds D4 damage to all successful attacks

11 – Bonus Focus Power

12 – 5 Stat Points

13 – Bonus Focus Power

15- Defense Prowess increased by 1 Die

16 - Shake it Off – Immune to Critical Attacks

17 – Jester’s Jolly – Add Charisma to all Attack Rolls

18 – Shining Example – Can take the example of another in combat and mirror their Armor and Weapons.

19 – Bonus Focus Power

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