

Name:	Ozzy, Captain Ozymandias Shipbreaker,	Titles: Butcher of Sedgewick, Whale Rider, Ship Killer, Ghoul Slayer, Chain Breaker			
Class:	Contract Worker: Butcher (Sausage Maker) +5 STR, +5 COR, +5 RAD				
Level:	16	63000/73000 needed for Level 17			
Race:	Titan	Innate Ability: Stature			
Heritage:	Legacy of Prometheus	+2 INT, +2 PER, +1 CON per Tier, STR per Tier			
Legend:	The Sausage Maker				
Role:	The Butcher of Sedgewick: A friendly local boy who grew up in the village.				
Quests:					
Meat for Muspelheim	<i>A wandering Firewalker clan is stopping by to pick up a shipment of meat. They want the succulent taste of Gristle Daemon. Kill 20 Gristle Daemons, and stuff their carcasses into the provided Bag-of-Meat. Reward: Meat Gathering Bag, information on Muspelheim, a shot of Strawberry Surprise, and another quest.</i>				
Have a Shot of This!	<i>Survive a shot of Strawberry Surprise. Reward: Gain the skill: Fire Eating</i>				
A new Sausage Grinder	<i>Look for a Sausage Grinder in The Pitt of the Butcher and bring it back to Ozzy. Reward: Tasty magical sausage and another quest!</i>				
Something Stirs in the Darkness!	<i>Bring the Butcher information about a strange dungeon filled with Gristle Daemons. Reward: 10 silver pennies and a sack of magical sedge jerky, and another quest.</i>				
Stats:	Base (200+200 per L)	Perks and Gear	From Stats		Total
Health	3400	2300	6780		12,480
Stamina (x3)	3400 x3 = 10200	500 x3 =1500	6900 x3 =20700		32,400
Mana	3400	500	7200		11,100

Furnace (Max Heat): 4050	Shielding: 5				
Smoker (Max Smoke): 5450	Aura: 8				

Characteristics

Stat:	T4 Base	Rank	Cap	Experience	Gear and Bonuses	Total
STR	58 (Includes Ship Breaker and Legacy of Prometheus Bonuses) +2 Triepot	0	5			60
DEX	25	0	5			25
AGI	18 +2 (Sacred Totem of Ehecatel)	0	5		+2	20
CON	54 (Includes Ship Breaker and Legacy of Prometheus Bonuses)	0	5			54
INT	28	0	5			28
WIS	18	0	5			18
CHA	43+1 (Golden Hoop)	0	5		+1	44
PER	17	0	5			17
COR	38 +1 (Bloody Butcher's Gloves)	0	5		+1	39
RAD	38 +2 (Golden Hoop)	0	5		+2	40

<u>Magic Items</u>	<u>Description</u>
Golden Hoop	+1 CHA, +2 RAD
Bloody Ghoul's Teeth Necklace	+20 Damage to Slashing and Piercing.
Bloody Butcher's Gloves	(+30 physical mitigation, +30 damage, +1 COR) Probably won't cause a berserk rage
Abused Ring of Mental Reflection	The ring creates a subtle disruption in magical spells or skills used to read your mind or detect your location.
Hade's Kilt	A knee-length black and silver tartan. Indestructible and smells of death and taxes.

Trammelian Chain	A magical tattoo that becomes a thick chain of smoke.
Ironhide Treasure Chest Size: 1' x 2' x 1.5' high.	A magical tattoo that becomes a small treasure chest.
Gitsplitter's Axes	A pair of Flensing Hatchets. Magical and heavy. (40 lbs. each.) Tattoo on Left Arm. Base Damage of 200 points.
Kraken Ring	+1 to a Captain's Aura
Tripe Pot	+2 STR
Ancient Billhook of Entwined Fates	Channels mana and spells similar to a wizard's staff. Linked to Ozzy's Charnel Pit and Chainy. Base 200 Damage.
Cookbook: Recipes for Destruction	Only usable by the Owner, and safeguards his recipes from being stolen.

Skills:

Name	Stat	Level	T3 Total	Earned in T4		P/S/T
Pit Alchemy	CHA	15	10500			Primary
Butchering	STR	15	10500			Primary
Slaughter	STR	15	10500			Primary
Choice Cuts	WIS	15	10500			Primary
Precision Cuts	DEX	15	10500			Primary
Anatomy of a Monster	INT	15	10500			Primary
Hack Undead	STR	15	10500			Secondary
Strike Undead	RAD	15	10500			Primary
Active Fire Resistance	INT	15	10500			Primary
Very Strong Poison Resistance	CON	15	10500			Tertiary
Weak Acid Resistance	CON	15	10500			Tertiary
Resist Torture	CON	15	10500			Primary

Aspect of Fire	INT	15	10500			Primary
Aspect of Smoke	COR	15	10500			Primary
Aspect of Radiance	RAD	15	10500			Primary
Aspect of Heat	RAD	15	10500			Primary
Aspect of Wood	WIS	15	10500			Primary
Throw Caber	STR	15	10500			Primary
Billhook	STR	15	10500			Primary
Heavy Flensing Hatchet	STR	15	10500			Primary
Meat Hook	DEX	3	600			Primary
Demon Slaying	RAD	15	10500			Primary
Fire Eating	CON	10	4500			Primary
Boar Hunting	STR	5	400			Primary
Predator Knowledge	INT	3	400			Primary
Bulldogging	STR	5	1000			Primary
Bull Leaping	AGI	9	4000			Primary
Grilling	DEX	6	100			Tertiary
Adze	STR	5	1000			Primary
Bear Hug	STR	1	100			Primary
Skinning	DEX	15	4500			Primary
Scrimshaw	DEX	3	350			Primary
Shark Hunting	STR	3	500			Primary
Woomera	DEX	5	1000			Primary
Fishing	WIS	6	2000			Primary
Hide Crafting	DEX	5	1000			Primary
Look Out	PER	15	10500			Primary

Run the Chains	AGI	15	10500			Primary
Row	CON	3	600			Primary
Smoke Weaving	COR	10	4500			Primary
Throw Chain	STR	4	300			Primary
Swim the Smoke	CON	3	600			Primary
Wood Wright's apprentice	INT	3	500			Primary
Heat the Sails	INT	15	3000			Primary
Boat work	CHA	5	1000			Primary
Smoke Stealing	COR	10	4500			Primary
Diplomacy	CHA	15	10500			Primary
Perk: Dig 4	Dig at ten times the normal rate creating tunnels that don't cave in.					
Perk: Haul 5	You may pick up and move objects weighing six times your normal limit.					
Perk: Sleepless in Seattle 2	You only need 2 hours per day of sleep.					
Perk: Endure 4	Nothing gets you down or keeps you from working.					
Perk: Push Onward 2	Usable once per day. Cost: 1000 Stamina or Health. Gain +5 STR, and +5 Universal Mitigation for 10 minutes. Usable a second time for a cost of 2000 Stamina, and a third and final time for 3000 Stamina.					
Perk: Tastes like Steak	Convert food and food-like substances you put in your mouth tasty roasted meat, or another of your favorite dishes.					
Perk: Butcher Shop Basics	Basic knowledge of running a mundane butcher shop, packaging and selling meat in a totally normal way.					
Perk: Enhanced Hometown Reputation	Increases the trust between a butcher and his community. Those bad things you heard? Never happened.					
Perk: Hunter's Slyness	Your scent is masked from both other hunters, and your prey. High Perception can negate this.					

Perk: Herd Sense	You know when a member of your herd is in danger, and roughly where they are. Distance lessens the feelings. The closer you are to the herd member, the better the information.			
Perk: Whales Strength	+1 STR and CON per tier. Currently (+4 STR, +4 CON).			
Perk: Monstrously Tough	Grants +100 Physical and Elemental Mitigation. Combines with <i>Hull</i> and <i>Mitigation</i> skills.			
Perk: Noble Bearing	Nobles react to you with either respect (or fawning if they are your Tier or less). You clean up well and are obviously of a Royal Bloodline. Officer Material.			
Perk: Darkly Glorious	Minions recognize you instantly as a Dungeon Lord. Powerful creatures see you as worthy of respect. Your peers in the Pit want you dead before you supplant them			
Perk: Crushing	Grants +50 all Weapon and Unarmed Damage.			
Perk: Chiseled	Your strength and power are under your control and coordinated perfectly. You could crush granite in one hand while handling delicate crystal with the other.			
Perk: Vigorous	Grants +1000 Health			
Perk: Shark Teeth	Extra damage if your smoke creations have shark teeth.			
Perk: Find my way home	You will always have a general direction of where home lies.			
Trifecta Level 3	+500 to Health, Stamina, and Mana			
Quadratic Level 2	All of your items gained as rewards are now bonded to you and cannot be lost through death.			
Mate's Perk: Tight Chains	You know the tricks for weaving smoke into the best chains and nets.			
Captain's Perk: Shielding +2	The size of the ship that your shields can completely cover is increased by +2, along with their strength.			
Perk: Jack Fyrebeard's Crew	Gain: Shielding (2)			
Perk: Shields are Holding!	Gain: Shielding +1			

Officer's Perk: Aura	Adds +1 to your Aura					
Officer's Perk: Bright Aura	Adds +2 to your Aura					
Officer's Perk: Shining Aura	Adds +4 to your Aura					
Perk: Trusted Advisor	Your clever words carry more weight when giving advice. This ability fails if you outright lie or give advice against the best interests of the person you advise, devoid of any benefit.					
Perk: Regenerating Liver	Increased resistance to alcohol and poisons.					
Perk: Blood of Titans	+1 STR and CON per Tier					

Enhancements	Description	Next Upgrade	Cost
Mitigation 5	+150 Physical Mitigation	Mitigation 5	20
Extra Health 4	+800 Health	Extra Health 5	7
Weapon Damage 3	+60 points of damage with melee and ranged weapons	Weapon Damage 4 +40 Damage	20
One Fist of Iron 5	Your fists are weapons. Base 30%+10xL+5xSTR to Hit. Damage = 50+5xSTR. 5% chance to stun. Flurry every 3rd round.	One Fist of Iron 6. +10 Damage	10
The Other of Steel	5% Chance to Stun the opponent on hit.	None	
If the right doesn't get	Flurry of Blows every 3rd round. Six attacks Cost = 600 Stamina	None	

you, the left one will.			
Yo' Mama is Ugly 6	Increases Hate in all tier 3 creatures around you that can hear you as you taunt them and encourage them to fight you.	Yo' Mama is Ugly 7	6
Don't Mess Around with Jim 6	Most Tier 3 creatures will not attack you unless they have 3 to one odds, are elite, or mindless.	DMAWJ 7	6
Dark Vision 2	Gives monochromatic vision to a distance of 60' when there is at least some light.	Dark Vision 3	4
Magic Sense 1	If a Tier 1 creature within 30' has an affinity for a type of magic and may cast spells you will get a feeling for what type of magic. You can tell if an item is magical, and if Tier 1, gain an idea of its use.	Magic Sense 2	3
Endless Breath 4	You do not need to breathe for an hour of normal activity. Minor Hostile atmospheres don't bother you.	Max	
Jumping Jack 1	Your ability to jump is doubled	Jumping Jack 2	3
Skilled Provider 3	Your gathering skills have an increased chance of finding better quality items. (Gems, heart of a tree, magical ingredients, etc.)	Max	
Abundance 5	When you gather resources, you produce +100% more than normal. This includes basic crafting of logs into board, flax into thread, or anything into sausage.	Max	
Officer's Perk: Aura	Adds +1 to your Aura		
Officer's Perk: Bright Aura	Adds +2 to your Aura		
Officer's Perk: Shining Aura	Adds +4 to your Aura		
Pack Hunting 3	+60 damage to elites when working in a group.	Hunters Guild	
Stature 4	Gain +1 foot of Height, and +5 STR for each level of Stature.	Stature 5	10

Spells:

Butcher's Breath: Fire erupts from the Butcher's furnace in an arc in front of him. Damage

dependent on Mana, Stamina, or Heat used.

Breath Smoke: The Butcher breathes out a volume of hot smoke from a small ring to enough to fill a 10x10 foot room. Cost: 100 mana. Volume may be increased by expending more mana. The amount of 10x10 volumes of smoke that can be filled in one round is equal to the Butcher's rank is Aspect of Smoke

Chain Drag: When a victim is hooked either by a wrap of chain or a meat hook, the Butcher instantly pulls them to him. Cost: 100 stamina.

Curse: The Victim of this Cantrip takes an extra 10 points of damage per hit. Cost: 50 mana.

Cleanse: Cleanse a large area or person of dirt, filth, clinging vegetation, or crusted blood. May cleanse 1 person or a 10x10 area for the cost of 100 mana.

Jaws of the Void: Creates a shark made of smoke and fire that is as intelligent as a normal shark and can fly and attack the Butcher's foes. Cost is 200 mana. Damage is 200 slashing, and can be increased to 400 slashing by spending an additional 200 mana. The shark is as intelligent as a normal shark and will respond to the Butcher's will. It can take 1000 damage before being dispersed.

Smoke Weaving: Smoke breathed out by the Butcher can be shaped and controlled. Increased versatility with practice.

Imbue Smoke: Forces smoke into a piece of wood, food, or other object. Imbued wood is easier to shape and resistant to fire.

Imbue Heat: Forces heat into a weapon which will do extra damage. The weapon is protected from the fire and heat. For each 50 mana or stamina used, the weapon will do +10 heat damage for 10 minutes. The max heat is 10 x Rank. Flammable creatures will take extra damage and may catch on fire.

Shielding: Similar to how a Captain of the Smoke can protect his ship, high level Mages in the convergence can form a hard shield of pure mana that protects anyone behind it from physical and magical damage. A difficult ability to use and costly in terms of mana, stamina, and health. Shielding against a very powerful spell or blow can kill the mage putting up the shield. Minimum of 1000 mana, or Heat is expended to form the shield. Each thousand points provides 100 points of mitigation against physical, magical, and elemental attacks against those behind the shield, or a shielded ship. Each point of **Shielding** adds further elemental and magical mitigation of 50 points.

Steal Heat: A terrible ability frowned on by the inhabitants of the smoke the way citizens of the convergence look upon someone who could steal a soul. And yet, many people in the smoke know how to use this skill. In the convergence it can be used to move heat from an object to the Butcher, lowering its temperature.

Warp Wood: A low level spell used by wood wrights to bend and shape wood. Variable cost.