

XIM XOR'DREL

General

Age: 28	Delver Level: 6 (Effective Level: 11)
Delve Record: 6 Platinum	Special Delves: 1

Vital Stats

Health: 410	HP Regen: 41
Stamina: 200	SP Regen: 20
Mana: 200	MP Regen: 40

Race: Denizen

Dreamer

+50% resistance against fear and sleep effects. You do not experience nightmares, and can easily fall asleep under most conditions.

Subrace: Xor'Drel

Abilities that change or manipulate the body are 50% stronger.

Birth Sign

The Beating Heart

Your Blunt and Divine intrinsic skills advance 50% faster.

ATTRIBUTES

Strength	20	<p>Trait (10): Your leverage is increased considerably when performing feats of strength.</p> <p>Grip (10) Your STR is considered doubled when resisting enemy attempts to break your block, disarm you, or strip your shield or other item held in your hand.</p> <p>Brained (20) You gain a bonus equal to your STR when making a STR-based attack or using a STR-based skill against an entity that is blinded, distracted, slowed, immobilized, stunned, paralyzed, prone, or unconscious.</p>
Agility	10	<p>Perfect Balance (10) You can effortlessly balance on any surface that is not sharp enough to damage you.</p>
Speed	10	<p>Sword and Sorcery (10) Whenever you make a melee attack, you may cast a spell.</p>
Fortitude	20	<p>Trait (10): 90% DR to mundane damage</p> <p>Receptive Healing (10) Charisma-based healing is twice as effective when used on you.</p> <p>Modification, Instructive Healing (10) Whenever you recover health in an amount greater than the health that you are missing, 25% of the excess recovery is granted to the next closest ally who is missing health.</p> <p>Double Recovery (20) Whenever you receive Charisma-based healing, recover an amount of stamina equal to X% of the value healed, where X is your FOR.</p>
Intelligence	10	<p>Fast Learner (10) Choose three intrinsic skills you know; each of these skills levels up at double the normal rate until level 20. All of your other intrinsic skills, including future ones, level up at double the normal rate until level 10.</p>
Wisdom	20	<p>Fast Recharge (10) Your mana regen from WIS is doubled.</p> <p>Sight Beyond Sight (20) Once per day you can gain limited insight into an event of significance that will occur to you within the next 24 hours.</p>

Charisma	20	<p>Affable Nature (10) Entities whose WIS is lower than your CHA are automatically friendly towards you when you first meet if they would otherwise be neutral.</p> <p>Wrathful Nature (20) Whenever you deal Divine damage to a character, you may force that character to make a WIS contest vs. your CHA, causing them to become Feared on a failure. If they succeed on the contest and are not profane to your faith, they become immune to this effect for 1 minute.</p> <p>Fear: A feared entity cannot attack or activate skills and must move away from the source of their fear whenever possible. A feared entity may spend six seconds to end the fear effect if they cannot see the source of their fear, assuming they have the presence of mind to do so.</p>
Luck	2	

PASSIVES (3/4)

Everyone Needs a Cleric (asshole)	The CHA multiplier of your divine healing and cleansing skills is increased by 50%, rounded up.
Frequent Feinter	CHA is used to determine your chance to deal a critical strike rather than AGL or LCK.
Fire Spreader	Whenever you ignite an enemy, for every second that they remain ignited there is a 50% chance that another enemy within 5 feet of them will become ignited. This chance may only occur a number of times equal to your CHA divided by 10 per ignited enemy, with a minimum number of instances equal to 2.

ACTIVE SKILLS (7/10)

<p>Divine Heal Divine 5 mana</p>	<p>Heal an entity close enough for you to touch for an amount equal to 5x your CHA.</p>
<p>Divine Cleanse Divine 5 mana</p>	<p>Reduce the value of a single status effect on an entity by an amount equal to 8x your CHA. If this value exceeds the amount cleansed, the excess can be applied to another status effect. This second ability repeats until there are no more status effects or until the value of the cleanse is spent.</p>
<p>Sam'lia's Judgment Divine 10 mana, plus 10 mana/sec charged</p>	<p>Summon a pillar of consuming Divine fire to smite your enemies. Make a Divine spell attack against all entities within a ten-foot radius, with an additional bonus to the attack equal to your CHA for every second this spell was charged. This attack deals Righteous damage.</p> <p>If Sam'lia finds nothing worthy of judgment in the target's past, this attack deals Physical fire damage instead of righteous, and the bonus damage is based on your INT, not your CHA.</p> <p>All entities damaged by this attack are Ignited. If this attack deals righteous damage, the damage type of Ignited is righteous, and its damage is based on CHA, rather than INT.</p> <p>An Ignited entity takes X fire damage per second, where X is your INT.</p>
<p>Awestrike Divine 10 stamina Cooldown: 6 seconds</p>	<p>Make a melee weapon attack against a target, confronting them with the power of your god. If this attack deals damage in excess of the target's FOR, the target is stunned for a number of seconds equal to your STR divided by the target's FOR, with a minimum duration of 1 second.</p> <p>A Stunned character is immobilized and cannot act.</p>
<p>Vengeful Block Divine 10 stamina Cooldown: 6 seconds</p>	<p>When you successfully block an attack, you may call upon Sam'lia's teachings of vengeance to empower a shield bash against the attacker as a reaction. Make a melee weapon attack, using Shields as your governing skill. If this attack deals damage, the target is stunned for a number of seconds equal to your STR divided by the target's FOR, with a minimum duration of 1 second.</p> <p>Stunned: A Stunned character is immobilized and cannot act.</p>
<p>Sam'lia's Blessing of Hunger Spiritual / Divine 10 mana</p>	<p>You grant a nearby ally a number of stacks of Blessed equal to your Divine Magic skill level, plus your Charisma, divided by five.</p> <p>Whenever the target ally deals melee weapon damage to an enemy, they</p>

<p>Cooldown: 1 use per target per day</p>	<p>consume a portion of the enemy's life essence, dealing 1 additional damage and receiving 1 point of healing for each stack of Blessed they possess. The target ally may elect for their melee weapon attacks and damage to become holy or infernal (depending on your deity) for so long as they are Blessed.</p> <p>Blessed: A Blessed person may spend any number of stacks of Blessed to increase their attack damage by 8 per stack spent, for one attack. Additionally, a Blessed person may spend any number of stacks of Blessed to reduce the damage received from an attack by 8 per stack spent, for one attack.</p>
<p>Sam'lia's Blessing of Pounding 10 mana Spiritual / Divine Cooldown: 1 use per target per day</p>	<p>You grant a nearby ally one stack of Blessed.</p> <p>The target ally gains one stack of Blessed each time they deal damage with a melee weapon attack, so long as they are Blessed.</p> <p>Blessed: A Blessed person may spend any number of stacks of Blessed to increase their attack damage by 8 per stack spent, for one attack. Additionally, a Blessed person may spend any number of stacks of Blessed to reduce the damage received from an attack by 8 per stack spent, for one attack.</p>

INTRINSIC SKILLS (7/10)

<p>Divine</p>	<p>26</p>	<p>This skill determines the effectiveness of your Divine magic. Bonuses from Divine vary based on the skill.</p> <p>Reach Out (10) Your beneficial touch-based Divine skills can be cast at a range of a number of feet equal 2 times your level of Divine.</p> <p>Cleansing Fire (20) Whenever an ally is touched by fire you've created, be it Divine or otherwise, you may choose to deal them no damage. Instead, that ally is cleansed for a value equal to the damage they would have taken, disregarding all forms of resistance, immunity, and DR.</p>
<p>Theology</p>	<p>22</p>	<p>This skill governs your knowledge concerning matters of theology.</p> <p>Revelation Awareness (10) You acquire an intuitive understanding of the nature of any revelation when you witness the power that revelation has granted.</p> <p>Commune (20) Once per day you may commune with your god by spending one hour in meditation and prayer. This allows you to ask questions of, and receive</p>

		insights from, your deity. The duration and nature of the communion is at the whim of the divinity.
Blunt	25	<p>This skill improves your accuracy with Blunt weapons, and adds +1 to the damage you deal with Blunt weapon attacks per skill level.</p> <p>Scepters (Specialization): Your attempts to persuade or intimidate are +1% more effective per level of Blunt when wielding a scepter.</p> <p>Bone Breaker (10) Status effects applied by your Blunt weapon attacks are 1% more effective per level of Blunt.</p> <p>Wallop (20) Your stuns last +1 second longer for every 10 levels of Blunt.</p>
Shields	19	<p>This skill affects your competency when using a shield. Add +1 to your physical defenses while blocking per level of Shields.</p> <p>Divine Ward (10) Add your CHA to your physical defenses when blocking, up to a maximum bonus equal to your level in Shields.</p>
Leadership	12	<p>Leadership is your ability to effectively coordinate, organize, and inspire those around you, as well as determine who is best suited for any given task.</p> <p>Spirit Guide (10) Whenever you use an active skill to bestow a beneficial effect to another character, they gain one stack of Blessed.</p>
Light Armor	18	<p>This skill improves your ability to utilize light armor in battle. The physical defense of your light armor is increased by 1% per level of Light Armor</p> <p>Mark of Seral'phae (10) You may inscribe the rune of Seral'phae's Whisper on any light armor or article of clothing you possess by using simple ink or blood. While equipped with an item bearing the rune, you gain +1 to your defenses against Divine and Spiritual attacks per level of Light Armor.</p>
Unarmed	11	<p>Mighty Blows (10) Whenever you deal unarmed damage in excess of a target's FOR, that target must pass a FOR save against your STR or become stunned for a number of seconds equal to your STR divided by their FOR, minimum 1 second.</p>

		Stunned: A Stunned character is immobilized and cannot act.
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Intrinsic Buffs

- +50% Blunt
- +50% Divine
- +100% Light Armor to 20
- +100% Leadership to 20
- +100% Shields to 20
- +100% All to 10

DIVINITY

Sam'lia - Goddess of the Seven Organs

Revelations

Revelation of The Heart	<p>You beseech The Heart to invoke its blessing upon you, transforming your body into a bestial form. While in this form, your STR and SPD are raised by 10 (15 with bonus from Xor'Drel subrace), and you gain an amount of temporary HP equal to 50% of your maximum (75% w/ Xor'Drel bonus). You gain natural weapons and are treated as possessing the Unarmed skill with a minimum level of 10.</p> <p>This transformation lasts for a number of minutes equal to the number of revelations you possess, and can be ended voluntarily as a free action.</p> <p>In order to use this form you must possess The Heart's Favor. The Heart's Favor can be acquired through worship or acts of dedication made to The Heart. Using this form expends The Heart's Favor and it must be obtained anew to use this transformation again.</p>
Revelation of the Stomach	<p>You can create small amounts of Divine fire at will for no cost. Fire attacks you make deal Divine damage in addition to Physical. You may add the effect of Divine fire to your non-fire spells and attacks by increasing their cost by 25%, rounded up.</p> <p>Divine fire acts like normal fire, though it cannot be extinguished through normal means, and can stick to otherwise non-flammable materials. Divine fire bypasses fire resistance, and deals bonus damage based on your god's attitude toward the target.</p>

NOTABLE ACHIEVEMENTS

Godsbane	You ignore 25% of deific DR.
Spectersbane	Your physical attacks deal 25% damage to incorporeal creatures, instead of 0%.
Fortune's Folly	You have been blessed by an avatar who calls himself Fortune. You gain +1 to LCK.
Cleansing the Streets - Poison	When using a cleansing skill to remove status effects caused by poison, the cost of the skill is reduced by 50%.
Hellspawn	Your CHA is added to your WIS when resisting fear or intimidation.
Strength of Xor'Drel	Your Wisdom score counts as double when resisting effects that cause fear, induce mental trauma, or otherwise have a negative impact on the health and wellness of your psyche.

LANGUAGES

Hiwardian
Othertongue
Eldritch

NOTABLE EQUIPMENT

MegaStretch™ Bodysuit Underarmor - Magic Light Armor

Defense

Medium. This armor will stop an enraged Chihuahuagorg, but fails to mitigate the teeth of Huahua the Mighty.

Effects

Mark of Seral'phae

+1 to your defenses against Divine and Spiritual attacks per level of Light Armor.

MegaStretch™ Fibers

This armor provides a snug and secure fit that will grow with the wearer to several times its original size, without losing integrity or durability. MegaStretch™ fibers are impact resistant, and provide superior defense against blunt attacks.