

VARRIN RAVVENBLAQ

General

Age: 19	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: 100	MP Regen: 10

Race: Human

Adaptable

+100% crafting skill progression.

Subrace: Hiwardian

You are immune to common environmental hazards, such as regions of extreme heat or cold. You can survive for twice longer without food, sunlight, water, or breathable air than a normal human. Penalties from Fatigue are reduced to 25% from 50%.

Birth Sign

The Giant

You are born with a larger stature than normal for your genetics. You gain +50% weapon skill progression when using two-handed weapons. You gain a +25% damage bonus when fighting creatures smaller than you.

ATTRIBUTES

Strength	28	<p>Trait (10): Your leverage is considerably increased when performing feats of strength.</p> <p>Giant's Hand (10) As long as you can lift them normally, you can wield weapons up to three times your size without penalty.</p> <p>Siege Breaker (20) Your damage against mundane objects is increased by 10x. Your damage against magical objects is increased by 2x.</p>
Agility	10	<p>Fluid Movement (10) You can stand and move on any liquid surface as though it were solid ground, and you can slow your descent when falling through the air to 5 feet per second as long as your feet are below you.</p> <p>You still take damage from liquids that would hurt you on contact, such as acid or lava. If you are knocked prone while standing on a liquid, you fall into it as though you didn't have this ability.</p>
Speed	22	<p>Counterattack (10) Whenever you successfully dodge an attack, your perception of time slows by 50% for one second.</p> <p>Momentum (20) Whenever you make a melee attack, your attack speed increases by 2%, up to a maximum of twice your SPD. This attack speed decays quickly if you stop making melee attacks.</p>
Fortitude	20	<p>Trait (10): 90% DR to mundane damage.</p> <p>Deep Breaths (10) Your stamina recovery is tripled while you are outside of combat and not engaged in strenuous activity.</p> <p>Mod: Let's All Take Some Deep Breaths (10) If your stamina is full, allies below 50% stamina receive 50% of your bonus from Deep Breaths while outside of combat and not engaged in strenuous activity.</p> <p>Second Wind (20) Whenever you spend stamina on an active skill, you regain health equal to the stamina spent. You can take the active skill <i>Second Wind</i>.</p>

Intelligence	10	Damage Analysis (10) Whenever you deal damage to an entity, you learn whether that entity is immune, resistant, or vulnerable to that damage, as well as how much damage was actually dealt (allowing you to calculate damage reduction, if any).
Wisdom	10	Resolve (10) Mind-altering effects on you only last half as long and cannot last longer than a number of minutes equal to 120 - your WIS.
Charisma	6	
Luck	2	

PASSIVES (3/4)

Sword Prodigy	<p>You are offered the Blades intrinsic skill, which automatically begins at level 10.</p> <p>Stat and skill requirements for swords are reduced by 10.</p> <p>You are twice as likely to crit while wielding a sword.</p> <p>Your chance to block or parry with a sword is doubled.</p>
Ancestral Regalia	Items you equip that were crafted by a member of your bloodline are 50% more effective.
Giant's Bane	Entities larger than you gain no advantage due solely to their size during STR contests against you. When you succeed in a STR contest against an entity larger than you, you may make an intimidation attempt against them as a free action. Use STR as the governing bonus for this attempt, rather than CHA.

ACTIVE SKILLS (6/10)

Soul Strike Physical/ Spiritual 10 Stamina	You make a weapon attack that strikes at an enemy's very soul. Damage dealt by this attack is divided between Physical (Kinetic) and Spiritual (Spectral). This attack gains +1 damage for each level of Spiritual, in addition to the normal benefits it receives from Blades.
Spiraling Strike Physical	You make a melee weapon attack against all entities within 150% of your weapon's range, with a minimum range of 10 feet.

10 Stamina Cooldown: 1 minute	
Punishment Physical / Spiritual 20 stamina Cooldown: 1 hour	You make a devastating melee weapon attack against a target that has caused you harm. This attack deals bonus Spectral damage equal to 50% of the damage you have taken from the target, and an additional +1 Spectral for each skill level of Spiritual. This attack gains +50% armor and resistance penetration. There is no time constraint on accruing the bonus damage. Once used on a target, this bonus resets. The stamina cost of this ability is reduced by 1 for each 10 points of damage taken from the target.
I-Frames Physical 5 stamina Cooldown: 6 seconds	Make a melee weapon attack. You gain a bonus to your physical defenses equal to the damage you deal for six seconds after the attack.
Charge Physical 5 stamina	Move up to twice your normal movement and make a melee weapon attack. This movement counts as sprinting.
Second Wind Physical Variable stamina Conditional cooldown	You may spend any amount of stamina to regain 3x that much HP. Once you use this skill, you cannot do so again until you rest for at least 1 hour.

INTRINSIC SKILLS (6/10)

Spiritual	10	You were born with the Spiritual attunement, and may select this intrinsic at Creation. This skill improves your ability with Spiritual magic. Bonuses from Spiritual vary by skill. Spectral Damage Expertise (10) Whenever you deal spectral damage with an attack, that damage is increased by an amount equal to your Spiritual Magic skill level.
Blades	35	This skill improves your accuracy with bladed weapons, and adds +1 to damage with bladed weapons for each level of this skill. Swords (Specialization): +1% bonus to parry attempts made with swords per level of Blades. Two-handed Expertise (10)

		<p>Bonuses from Blades are doubled when wielding a two-handed weapon in two hands.</p> <p>Winding Strikes (20) After you make a melee attack, you gain one stack of Winding, up to a maximum number of stacks equal to 1/10 your Blades score. You gain +8 to all melee blade attacks per stack of winding you have. You lose all stacks whenever you dodge, block, or go six seconds without making a melee blade attack.</p>
Heavy Armor	20	<p>This skill improves your ability to utilize heavy armor in battle. The movement penalties and STR requirements of armor you wear are reduced by an amount equal to your Heavy Armor skill level.</p> <p>Unstoppable (10) Attacks that deal less damage than your Heavy Armor skill level cannot impose the slowed, immobilized, or paralyzed statuses on you, and cannot knock you prone or force you to move.</p> <p>Berserker (20) Whenever you are hit by an attack (whether or not it deals damage), you gain 1 stack of Rage. You gain +1 to weapon attacks and an additional +1 to weapon attack damage for each stack of Rage you possess. If you make no attacks for six seconds, you lose one stack of Rage.</p>
Athletics	22	<p>Athletics improves your ability to perform all manner of physical activity, from sprinting to jumping to scoring goals in competitive sports.</p> <p>Track and Field (10) Whenever you take the Sprint action, your movement speed increases by an amount equal to your Athletics skill level for as long as you remain sprinting.</p> <p>Pole Vault (20) Your jump height and jump distance are increased by an amount equal to your Athletics skill level. If you vault off of an object before jumping, your total jump height and jump distance is doubled.</p>
Physical	11	<p>This skill improves your ability with Physical magic. Bonuses from Physical vary by skill.</p> <p>Restrictor Belt 1 (10) So long as you have spent no mana in the last 10 minutes, your weapon attacks gain +1 damage per every 3 levels of Physical.</p>

Tactics	10	Tactics improves your ability to think and fight... tactically. Group Engagement (10) You gain +5 to your physical defenses for each enemy within your weapon's range beyond the first, up to a maximum bonus equal to your level in Tactics.
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DIVINITY

Nephithaya - Goddess of Ancestry

Revelations

You possess no revelations	
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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.
Toxic Guard	You clear Toxicity at twice the normal rate.
Rich Bastard	People are twice as likely to sell you anything you ask for.

LANGUAGES

Hiwardian
Imperial
Timalingua

NOTABLE EQUIPMENT

Kazandak

[Redacted]