

Air Warlock

Name:

Race: Human

Alignment: Scrupulous

Age: 15

Height: 5'5" (still growing)

Weight: 128 pounds

Hair: Blonde

Eyes: Blue

Land of Origin: Timiro (father was a struggling business owner)

I.Q. : 12

M.E. : 22

M.A. : 11

P.S. : 04 (+02) 06

P.P. : 12

P.E. : 10 (+02) 12

P.B. : 08

Spd. : 15 (+11) 26

H.P. : 1D6 (4) +P.E. = 16

S.D.C. : 1D6 (4) +2D4 (4), +1D6 (1) = 9

I.S.P. : 4D6 (13) +M.E. = 35

P.P.E. : 2D4 (4) x10+20+P.E = 72

Bonuses:

Roll with punch: +2, +3 (+5)

Pull punch: +3

Initiative: +1

Save vs. HF: +2 (+6 against elemental beings)

Save vs. Magic: +1

Save vs. Possession: +1

Save vs. Psionics: 12 or higher (+4)

Save vs. Insanity: +5

Spell Strength: 12

Major Psionic Abilities:

Death Trance

Float

Levitation

Mind Block

Summon Inner Strength

Telekinesis

Telekinetic Punch

Telekinetic Leap

Level One Warlock Spells:

Cloud of Steam

Stop Wind

Thunder Clap

Special Warlock Skills:

Speak Elemental: 92%

Sense Elemental: 25%+5% per level (120 ft/36.6 m; +20% and double range if trying)

See Invisible Elemental: 75%

Tell wind direction/Sense time by observing sky: 62%+4% per level

Sense Atmospheric Disturbances (weather or ley line): 30%+5% per level

Sense impurities in the air (and know if it's hazardous): 30%+5% per level

Astronomy: 65%

Hold Breath 10 minutes

*Note: Might have to half all the bonuses

O.C.C. Skills:

Language: 1 (+10%)

Language: 2 (+10%)

Literate: 1 (+10%)

Lore: Demon & Monsters (+10%)

Lore: Faerie Folk (+5%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Hand to Hand: Martial Arts

O.C.C. Related Skills:

1. Dance (+10%) 40%
2. Play Musical Instrument: Redbay Flute (+10%, 10 - 2,000 gold; 35 or higher aim) 35%
3. Cook (+10%) 40%
4. Tumbling
 - a) Back-Flip (+4 to dodge) 40%+5% per level
 - b) Body Throw (1D6 damage; plus victim loses initiative and one attack)
 - c) Leaps (5 feet long plus 1 foot per every other level of experience, 4 feet high plus 1 foot per every three levels of experience)
 - d) Pole Vault (8 feet high, plus two feet per level) 50%+5% per level
 - e) Stilt Walk (roll every 15 feet) 50%+5% per level

Secondary Skills:

1. Paired Weapons: Both Hands (alternates: escape artist, medical skills, athletics (general), mathematics: basic, or sports: snowboarding -equivalent only-)
2. Running
3. Juggling 35%