

NAME: Kal Emdar TITLE: Neophyte, Order of the Redhawk								4	ļ
RACE:	Centaur		GENDER:	Ma	ıle				
٨	/IODIFIERS	OTHER	+/-	AGE:	4.				
	MELEE-All	-9	5%	1% 100+	Damage	0	HEIGHT:	8'2	2"
MELEE	-Riding Hammer	-4	5%	1% 100+ Damage			WEIGHT: 1850lb)lbs
	FAITH-Holy	+4	5%	16% 85+	Diff Roll	+1	SIZE MODIFIER		ł .
	FAITH-Healing	Diff Roll	+1	Large 2		<u>!</u>			
							STATS		+/-
							MOVEMENT	6	
	COMBAT SPEC	Great Weapon					STRENGTH	12	
	FAITH SPEC	Healing	+1 Faith when succe	ssful & reduce Faith b	y 1 less for fail	ıres	AGILITY	4	
PRIMARY	MAIN HAND	Riding Hammer of G	reater Haste (2H: 2d8	dam, Stun 10%, Crush	ing Blow 6)		STAMINA	13	
OAD OUT	OFF HAND	(Greater Haste: gain	an extra regular main	hand attack 3 times p	er battle)		INTELLECT	10	
SECOND	MAIN HAND		WISDOM	14					
LOAD OUT	OFF HAND						AVOIDANCE	7	
	BELT SLOTS	Light Healing Potion		PERCEPTION	10				
		Light Healing Potion				RESOLVE	11		
		Light Healing Potion		INITIATIVE	10				
4ONEY	POUCH (GP.SP)		,	·			CHARM	9	
	1		(+2 Holy crit, already	added)		5	DEFENSE		
Čť.		Sacred Plate Cuirass	9	AC	53				
slo		Plate Pauldrons over	ARMOR	5	1				
(by		Plate Shinguards	DODGE	2	<u>. </u>				
1S		Leather Gloves	2	NOISY	С)			
Ę		Plate Vambraces ove	STIFF	5					
<u>~</u>	HEAD	Sacred Close Helm (+	DOUBLE	4	ļ				
S	CENTAUR BACK	Platemail Barding	TRIPLE	С)				
ARMOR & ITEMS (by slot)	NECK		RESISTANCI	ES	+/-				
AR	TRINKET			ARCANE	30				
	OTHER		ELEMENTAL	36					
	BACK PACK	Flint & Steel		#	#		NATURAL	37	
	Standard	Heavy Blanket		#	#		HOLY	22	
	10 Slot Pack			#	:		DEMONIC	25	
	MAX CAPACITY	Trail Rations (10)		#	#		MENTAL	24	
	10 slots	Sacred Holy Text		#	#		INIT. SCORE 1	10+10	<u></u>
HP (MA	AX:71)								

HONOR (MAX:20)

Current: 10

At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)

FAITH (MAX:20)

MAX TIER: 2

If passing Diff Roll gain up to 2 Faith

If failing Diff Roll lose Faith equal to Diff+2

EXPERIENCE: 160

REPUTATION

COMMON: 14

ORDER OF THE RED HAWK: 13



Armor Proficiencies Weapon Proficiencies Languages Common, Centauri Mulc Kick Animal Feet Anot benefit from mounted bonuses but always count as "Riding" for weapon bonuses; also camont wear conventional footwear/armor instead equip "beast" leg armor in their foot armor slot Half Horse Centaurs do not benefit from mounted bonuses but always count as "Riding" for weapon bonuses; also camont wear conventional feo took armor, but instead use "horse" cheat & shoulder armor respectively; can ignore penalty for not wearing leg armor Large Race Large Race Large Hana average race, must oversize all armor; gain +1 Brute Sec. Skill pt. at character creation Salute when fighting a wesker/smaller opponent one-on-one the salute allows the combat to proceed without losing honor. Does not count as an instant/action, but must still be stated prior to attacking one/day, bring targets health up by 50% of max, must touch, can be done in combat by using any healing power in base contact with target, effectively replacing that powers normal effects Felfess Resolve If using an honor-based ability to benefit a party member in a given round (including oaths), any faith power used that same round has -1 difficulty SECONDARY SKILLS: RANK: BETAILS: Warmonger I can add +2 to your normal (un-mounted) movel if the movement would count as a charge and company and the power was and the standard during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge receive +2 damage All melee attacks made during the same round as a charge have +30% Overpowering for the Red Hawk. As a lower ranking member he has no	PASSIVE SKILLS:	DETAILS:								
Languages Common, Centauri Animal Feet can make an additional 1d6 attack (frontal arc only) or an additional 3d6 attack (rear arc only) Animal Feet cannot wear conventional footwear/armor instead equip "beast" leg armor in their foot armor slot Half Horse Centaurs do not benefit from mounted bonuses but always count as "Riding" for weapon bonuses; also cannot wear conventional leg or back armor, but instead use "horse" chest & shoulder armor respectively; can ignore penalty for not wearing leg armor Large Race larger than average race, must oversize all armor; gain +1 Brute Sec. Skill pt. at character creation flighting a weaker/smaller opponent one-on-one the salute allows the combat to proceed without losing honor. Does not count as an instant/action, but must still be stated prior to attacking Lay on Hands onc/day, bring targets health up by 95% of max, must bouch, can be done in combat by using any healing power in base contact with target, effectively replacing that powers normal effects Selfless Resolve If using an honor-based ability to benefit a party member in a given round (including oaths), any faith power used that same round has -1 difficulty SECONDARY SKILLS: RANK: DETAILS: Warmonger 1	Armor Proficiencies	Cloth, Lea	ther, Mail, Plate							
Mule Kick Animal Feet Cannot wear conventional 16a attack (frontal arc only) or an additional 36a attack (rear arc only) Animal Feet Centaurs do not benefit from mounted bonuses but always count as "Riding" for weapon bonuses; also cannot wear conventional leg or back armor, but instead equip "beast" leg armor lateral greet than average race, must oversize all armor; gain +1 Brute Sec. Skill pt. at character creation when fighting a weaker/smaller opponent one-on-one the salute allows the combat to proceed without losing honor. Does not count as an instant/action, but must still be stated prior to attacking once/day, bring targets health up by 50% of max, must touch, can be done in combat by using any healing power in base contact with target, effectively replacing that powers normal effects Selfless Resolve If using an honor-based ability to benefit a party member in a given round (including oaths), any faith power used that same round has -1 difficulty SECONDARY SKILLS: Warmonger 1	Weapon Proficiencies	Knives, Sw	ords, Bludgeons, Bludgeons2H, Shields							
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Kal Emdar Honor (Primary) Skills - Oaths, Virtues, and Codes

Kal E	mdar	Honor (Primary)	Skills - Oat	hs, Virtue	s, and Cod	les			
Active	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS	(Effects Paladin and ar	ny friendly within 0.5" per cu	ırrent Honor)						
	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threar Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed
	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	+1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUE	S (self-cast only)								
	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3" is greater your level
	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
V	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) - Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test - Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
	Strength	None	Order	Virtue	5	passive	battle	self	+1 physical damage and +0.5 Advantage/level for Strength Stat rolls
FAITHS	WORN, HOLY (CODE) -	Must consume Faithsworn	Code Stacks to a	tivate					
Rank1	Divine Protection	Faithsworn (Holy)	Balance	Code	1	instant	1 rnd per stack	10"	Places a divine shield on a single target that mitigates all damage from a single successful hit or half the damage of a critical hit against the shielded target . shield lasts for one round per stack or until consumed
Rank1	Holy Devotion	Faithsworn (Holy)	Balance	Code	1	instant	battle	self	• snieta tasts for one round per stack or until consumed For the duration of the battle may re-roll one failed Faith difficulty roll per stack (must keep second roll)
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Kal Emdar FAITH POWERS (PRIMARY SKILLS)

Known	Spell Name	Tier	Domain	Discipline	Difficulty	Use	Range	Description
~	Faith	0	Holy	Prayer	none	whole turn	self	Cannot move or take action (including instant abilities), Vulnerable until start of next turn, awards one Faith for every round spent in prayer
~	Agreement	0	Holy	Prayer	none	OT instant	15	Use just prior to target makign a hit roll or stat test/roll-off • Grants 2x the Casters current Faith as +hit or 0.5x the casters current Faith as +success on a stat based roll
~	Fervor	0	Holy	Prayer	none	instant	self	self cast only, consumes Faith, 10% chance per Faith consumed that next 'strike', 'shot' or unarmed attack will auto-hit • also increases fury gain by 10% per Faith consumed
~	Discernment	0	Holy	Prayer	none	instant	15	detects all Faith based buffs, enhancements, and effects within 15" • also has a limited ability to detect lies or other hidden motives • costs 1 Faith then must pass a Faith test
~	Thanksgiving	0	Holy	Prayer	none	action	self	once/day, may use next power without having enough Faith, must still roll Difficulty, does not result in any Faith gain but will still lose Faith if failing
~	Smiting	1	Holy	Invocation	1/lvl	action	15	single target projectile LOS required, 1d4 damage +1 per level, counts as a 'strike'
~	Remove Curse	1	Holy	Healing	3/remove	instant or action	20	removes 1 per 3 Difficulty curse/stolen blessing/omen against resist of level*4 of the curse caster, can use as instant at 5/remove
\checkmark	Cure	1	Holy	Healing	3/cure	instant or action	20	removes 1 per 3 Difficulty disease/poison against resist of level*4 of the disease caster or 40 +10 per poison type, can use as instant at 5/cure
~	Minor Heal	2	Holy	Healing	4	action	20	1d12 HP +1/level of target
~	Regenerate	2	Holy	Healing	2+1/level	action	20	1d6HP/round for 1 round/level of caster, max 5 rounds, if using greater than level 5 distribute extra d6's evenly starting at 1st round
~	Redirection	1	Holy	Protection	2	instant	10	forces target to move its focus to another target, once per target, if redirected to caster gain +1 Faith or 1d6HP next time they damage the caster • cannot be used to over ride Taunt effects