

# Age of Chaos Character Record

Name	Kenn'Lorek	Race	Human	Sex	Male	Age	30
Class	Warrior/Priest	Origin	Hringarike	Hair	Brown	Height	6' 2"
Level	6/5	Skin	Pale	Eyes	Brown	Weight	225 lbs



**Character Portrait**

<b>Strength</b>	<b>16</b>	<b>Intelligence</b>	<b>13</b>
Muscle	16 +3/+15%	Knowledge	15 +10 PP; +2/+15%
Stamina	16 +3/+15%	Reason	11 +5%
<b>Dexterity</b>	<b>15</b>	<b>Wisdom</b>	<b>17</b>
Aim	14 +2/+10%	Intuition	17 +3/+20%
Balance	16 +3/+15%	Willpower	17 +3/+20%
<b>Constitution</b>	<b>18</b>	<b>Charisma</b>	<b>13</b>
Fitness	18 +4/+20%	Appearance	12 +1/+5%
Health	18 +4/+20%	Leadership	14 +2/+10%
<b>Perception</b>	<b>14</b>	<b>Luck</b>	<b>11</b>
	+2/+10%		+5%

**Hit Points** 84 **Damage** W-d10 min 8/P-d8 min 6 (min - max = 78 to 89)

**Normal AC** 26 **Flatfooted AC** 15 **AC Factors** 2 Wpn Def; Imp DEF: Greater

**Armor/AC Notes** Coat of the Hringarike **HP** 1 **AP** 3

**Saving Throws** **Reflex** +7 **Fortitude** +7 +2 to all fort svcs; +1 vs Dim Disruption

**Willpower** +7 redo 1st fail; +2 Will sv; +4 vs Chm/Fear; +1 vs Mind Ctr | Save Notes Divine Grace +2 to all saves; +4 when close to Ukko

### Combat Summary

**Combat Move** 10 hexes **Non-Combat Move** 9 mph/jog **Full Day Move** 20 miles/day

### Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Ice Axes	0	3/1	d6	+18/+11	Throw Range - 3/6/9
Spear	F/R	2/1	d8	+15/+8	Throw Range - 4/8/12

\* one free parry w/Ice Axe

Base Attack Bonus = +6 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation ®	68		Modern Lang: Selja	46		Intimidation	48	
Alertness	47		Modern Lang: Common	45		Etiquette: Hringarike ®	48	
Light Sleeping	51		Ancient Lang: Drakh-Nhagi ®	28		Leadership: Village Defense ®	40	
Distance Determination: Ice Axe	35		Ancient Lang: Eldarin ®	19				
Direction Sense	48		Literacy: Common	40				
Danger Sense ®	70		Ecology/Eco-Systems: Tundra ®	45				
Navigation: Tundra ®	49		Astrology: Celestial Events	51		Tracking: Tundra	45	
Detect Noise ®	56							
Animal Training: Ermine	55		Lore: Animal/Insect: Tundra ®	49		Camouflage: Tundra ®	53	
Animal Handling: Ermine	54		Lore: Plant/Fungi: Tundra ®	46				
						Identify Weakness: Dimensional	29	
Fire Building/Control ®	36		Lore: Circles: General ®	34		Close Quarters Fighting: General ®	56	
			Lore: Divination: General ®	53		Blind Fighting ®	39	
Trade Skill: Skinning/Tanning	52		Lore: Legends/Folklore: Hringarike ®	39		Wild/Natural Fighting	42	
Rope Use/Nets: General ®	53		Lore: Monster: Arctic ®	44		Fast Draw: Ice Axes ®	51	
			Lore: Monster: Chaos ®	59				
Healing: General ®	56		Lore: Undead: General ®	39		Broad Grp Fam: Axe		
Anatomy: Humanoid: Intuitive ®	49		Lore: Planar: General ®	70		Tight Grp Prof: Hand Axe		
Anatomy: Chaos Hyena ®	33		Physics: Ice/Climbing ®	21		WOC: Ice Axe		
First Aid: General	55					Wpn Focus: Median: Ice Axe		
			Spellcraft: General ®	27		Dam Focus: Greater: Ice Axe		
Breath Control: Cold Weather	49					Broad Grp Fam: Dagger/Knife		
<b>Endurance</b>	<b>16</b>		Meditation	51				
Running	51		Religion: Starfather	47		Tight Grp Fam: Spear		
Hunting	50					Spec: Hunting Spear		
Climbing	57		Ancient History: Lerok ®	42		Wpn Focus: Median: Spear		
Mountaineering	52		Local History: Western Tribes	45		Dam Focus: Greater: Spear		
Foraging: Survival	54		OK: Western Tribes of the Hringarike	46		Improved DEF: Greater		
Survival: Arctic Tundra	57					Prof: Two Handed Style		
			AK: the Is Bjor (the Ice Cliffs)	50		SOC: Two Weapon Style		
			AK: Hringarike	48				
Swimming	48					<b>Unused Pts</b>		<b>1PP 1IP</b>

Full Name	Kenn Lorek	Guild/Order/Sect	Walkers of the Silver Moon
Aliases/Nicknames	Starfreezer	Clan/Racial Specifics	North Central Tribes of the Hringarike
Liege/Patron/Deity	Janus, the Starfather	Birthdate	27th of Kveten
<b>Experience Points</b>	Warrior <b>15,175 xp</b> (Next - 16500)	Priest <b>11,000 xp</b> (Next - 15000)	
<b>Physical Description</b>		<b>Personality/Demeanor</b>	
Strong and resilient with a muscular physique, long hair that is graying early, ever so slightly. Deep brown eyes and a long, full moustache and beard bound with leather wraps. Despite arctic origin, once gaining the mystical protection of the Coat of the Hringarike, he prefers to keep his upper body and torso bare and clear of anything that might bind up his arms when climbing or fighting. He is usually seen with his spear in hand, a traditional weapon of the warriors of the Hringarike		Ponderer of the universe and a deep internal thinker, Kenn has spent many hours looking into the heavens and debating the state of the universe and his place in it. He has a deep connection with animals of the north and has a special connection with Ukko his white ermine. He is a fierce believer in not giving up and this has augmented his physical endurance to a level not normally seen. The balance between his exploring and pondering nature and his defiant, and sometimes stubborn, will has served him well	
<b>Brief Personal History</b>			
Born in a small village in the Hringarike and named by his father after a legend of his people who saved them from the plague of magic skeletons. Kenn Lorek meaning "the Spirit of Lerok". Kenn was fascinated with the legend of Lerok and also found himself absorbed in staring into the night sky to observe the celestial bodies. His gaze so intense that some of the elders of the tribe gave Kenn the nickname Starfreezer, saying that his gaze was so intense he would freeze the stars in place. Kenn was also a natural climber with a near unbreakable endurance even at a young age so he always sought places to climb. On one such trip he encountered a snow snake near to killing a white ermine, Kenn killed the snake and immediately found a bond with the ermine which he named Ukko. When the gates opened, Kenn found himself at the front of the battle, fighting off salamanders from the elemental plane of fire. While his father and many of the elders and his friends died, Kenn held the line until the gate closed. He traveled to a legendary witch to find out what he could about Lerok and found out that Lerok was actually Kor-el, an Draira contacted the legend and Kenn began his studies			
<b>Family/Relatives</b>		<b>Friends/Allies</b>	
Father (deceased - killed by salamanders)		Kor-El - powerful priest & water mage	
Mother (deceased - killed by salamanders)		Draira - the witch of the northern Hringarike	
Brother (deceased - killed by salamanders)		Ukko - white ermine and familiar	
<b>Enemies/Rivals</b>			
Kashtarhak, the Voice of Chaos - rakshasa			
<b>Race/Class Special Abilities &amp; Powers</b>		<b>Miscellaneous Notes</b>	
<b>Human Racial Abilities</b>		Theurgy <b>19</b>	
Axe Bonus (+2 to hit w/all axes)		After 1hr settling regain 3 theurgy/hr	
Polearm Bonus (+2 to hit w/all polearms)			
Inherent Immunity: Cold		Ukko - focusing familiar can adjust power	
Keen Vision (+2/+10%; DM)		of spells of a particular sphere while making	
Hit Point Bonus (+1 HP/level)		an alternate sphere weaker (DM)	
Ambidexterity		* effects triple for 1st level spells	
Keen Hearing (+1/+5%; DM)		and double for 2nd level spells	
		** Ukko can affect ice, moon and dimensional	
<b>Warrior Abilities</b>		<b>General Abilities</b>	
Clear Mind (reroll failed Will save; DM)		Iron Will (+2 to all Will saves)	
Two Weapon Defense (+2DEF)		Great Fortitude (+2 to all Fort saves)	
Athletic (+2 STR/DEX for athletic moves)		Charm Resist (+4 vs Mind & Charm)	
Combat Reflexes (-4 initia bonus)		Fearless (+4 vs Fear & related effects)	
Diehard (fight to -14hp/live to -28hp)			
Toughness (+1 hp/level)			
Swift Foot (+2 hex move for 1 melee/level)			
Shot on the Run (may attack during move)			
Renewed Vigor (recover d8+4hp 1/day)			
<b>Priest Abilities</b>		<b>Equipment/Magic Items</b>	
Divine Grace (+2 to all saves; DM)		Braclet of Twin Ice Axes +1	
Augment Healing (+2hp/die to healing)		Ring of the Ermine	
Aura of Courage (+2 vs fear for allies w/in 30ft)		Kor-El's Water of Life Chamber Necklace	
		Coat of the Hringarike	
		Necklace of Non-Detection	
		Potion of Delay Poison - 4 doses	
<b>Rogue Abilities</b>			
Minor Magic: 1st level spell 2/day			
<b>Walkers of the Silver Moon Powers</b>		<b>Money/Valuables</b>	
Cleanse Water or Ice by touch 3/day			
Sense Dimensional Anomaly 1/day			
Assess Portal at will			
		Monthly Income - 0 Silver (0)	

## Kenn' Lorek Items

**Bracelet of Twin Ice Axes +1:** summons a matching pair of ice axes, exquisitely made and enchanted to a +1 (+2 to hit, +2 to damage, -1 speed factor). Generally capable of damaging creatures immune to non-magical weapons (except things that require +2 or better weapons to hit, such as demon lords and other more powerful extra-dimensional beings). If thrown, the axes gain an additional +2 to hit and also provide a +50% to any Climbing related skills; DM. Additionally, these axes always have a cold feel to them which generally has no exceptional effects, but could be used to cool a drink, or cool off someone hot as if a cold cloth.



**Ring of the Ermine:** an exquisite silver, gold and diamond ring that is a gift from Kor'El and has empowered the connection between Ukko and Kenn. Ukko and Kenn can sense through each other at will regardless of distance (except multiple layers of dimensional separation; DM) and provide each other with +2 to all saving throws when within 10 feet/level of each other. Additionally, Ukko is now a Focusing Familiar with the ability to empower Kenn's priest spells and powers when within the same proximity. This power grows as Kenn gains in level.



**Kor-El's Water of Life Chamber Necklace:** once per week may summon a Rec Akvorik-Viv which is a summoned cylinder of softly swirling waters that is self-contained and acts as a healing bath. Creatures who slip into the bath are held in place by aquatechnics and are able to breathe easily with the aid of the lasting breath. They then slip into a peaceful and extremely comfortable nap via the body clock and aura of comfort spells. During this time they are healed 1d8+6 hit points and gain the benefit of 11 hours of sleep every hour. Priests of the Starfather can regain all lost theurgy in one hour in the bath and once fully healed, they are gently awakened from their nap and emerge completely dry via the waterbane spell. The chamber can remain in effect for up to eight days and is comprised of the following Kor'El spells (W1), Waterbane (W1), Aquatechnics (W2), Extension I (W4), Create Water (P1), Cure Light Wounds (P1), Aura of Comfort (P2) and Body Clock (P4) – this is a charged item and can only be used 3 times before needing to be recharged by Kor-El



**Coat of the Hringarike:** a permanent magical vestment (DEF +5; chain mail equivalent, though only a slight shimmer is seen at all) with protection from the elements (never get wet in rain, generally remains at the perfect temperature when external conditions are within zero to 100 degrees F and the ability to lighten any load carried by 50%.)

**Necklace of Non-Detection:** a simple chain necklace that can be hidden away on one's person that protects the wearer as a permanent Non-Detection spell – Cloaks the target from detection by scrying and other divination means. If a divination attempt is made, the caster of the Non-Detection spell must save and if successful, the divination attempt fails

**Potion of Delay Poison:** a small clear bottle with a silver stopper containing a pale blue, milky liquid. A dose is a single mouthful and there are a total of 4 doses in the bottle. If affected by any manner of poison, toxin, etc. (DM) this liquid may be ingested to instantly halt the action of the poison for 20 days providing the user time to find a full antidote, understanding of the poison, etc. There are no known poisons that can resist this delay, but possible there are unknown exceptions out there (DM)

## Kenn' Lorek Info

**House:** Stars

**God:** Janus, the Star Father

## Walkers of the Silver Moon (Primary Order)

**Minimum Ability Scores:** Con 14, Wis 14

**Allowed Races:** Any

**Allowed Classes:** Any, but often paired with warrior

**Gender Allowed:** Either

**Combat Restrictions/Benefits:** Light to Medium Armor, No weapon restrictions but generally related to more curved blades in homage to the moon

**Domains:** All, *Featured* – Dimensional, Sun (Moon), Water; *Additional domains* – Air, Earth, Healing, Strength, Vengeance

**Spells:** (spell choices below, actual number of spells a priest can get is based on their intuition stat; "all domain" spells are also listed)

**1<sup>st</sup>** – Astral/Ethereal Celerity, Bless, Blessed Watchfulness, Call Upon Faith, Combine, Create Water/Ice, Cure Light Wounds, Deathwatch, Detect Phase, Dimensional Locator, Dispel Fatigue, Frost Halo, Moonglow, Healing Waters, Healing Ward, Lunar Alignment: Lesser, Moonbeam, Moonlight, Moonstone, Remove Fear, Speak w/Astral/Ethereal Traveler, Stand Firm, Strength of Stone

**2<sup>nd</sup>** – Aid, Align Weapon: Lesser, Astral/Ethereal Awareness, Astral/Ethereal Barrier, Augury, Detect Dimensional Disturbance, Lunar Form: Lesser, Resist Cold, Restore Strength, Side Step, Soften Earth & Stone, Summon Minor Elemental, Watery Fist

**3<sup>rd</sup>** – Accelerate Healing, Astral/Ethereal Window, Detect Spirits, Diminish Weather, Etherealness, Extradimensional Detection, Hailstorm: Lesser, Meld Into Ice, Moonlust: Lesser, Remove Paralysis, Starshine, Strength of One, Strength Surge, Weapon Oppression: Lesser, Zone of Sweet Ice

# Kenn'Lorek Priest Spells

## Minor Sphere Magic

### 1<sup>st</sup> Level Spells (15 of 15 maximum)

#### Astral/Ethereal Celerity

Range	0	Duration	1 hour/level (x3 duration from Ukko)
Casting Time	1	AOE	Priest
Save	None	Sphere	Travel/Dimensional

Affords the priest exceptional control over his movements while in the astral, ethereal or similarly weightless/non-gravity environments. While the spell is in effect, the caster may move about as if he were a native of the plane (DM)

#### Call Upon Faith

Range	0	Duration	Special
Casting Time	1 melee	AOE	Priest only
Save	None	Sphere	All

If the priest has been true to her god in the recent past (DM's decision), the priest will gain a +3 (or +15%) to any attack, proficiency check, saving throw, ability check, etc. for the action in question (i.e. – instant for an attack, but could last several rounds for a skill application such as cryptography)

#### Create Water/Ice

Range	10 yards/level (x3 range/Ukko)	Duration	Permanent
Casting Time	1 melee	AOE	4 gallons/level (x3 AOE from Ukko)
Save	None	Sphere	Water/Creation

Produces up to 4 gallons/level of water or equivalent ice with a single casting. The water is clean and drinkable and cannot be created within a creature, the ice similarly is perfectly clean and clear, unless the caster wishes it to appear opaque

#### Cure Light Wounds

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing

Heals 1d8 +1 point/2 levels (maximum +5) of damage on a creature or oneself. Does not affect undead, non-corporeal creatures or creatures of an extra-planar origin (note -- this spell does not set bones, re-attach torn ligaments or tendons, etc. Sometimes some first aid or natural healing is necessary before this spell is effective) Healing more than 20% of any creatures' hit points puts them to sleep for a minimum of 1 hour (DM)

#### Detect Phase

Range	30 yards (x3 range/Ukko)	Duration	1 turn/level (x3 duration from Ukko)
Casting Time	1	AOE	10 foot/level radius (x3 AOE from Ukko)
Save	None	Sphere	Knowledge/Dimensional

Detects the presence of phased objects or creatures (those which border the Prime, primarily the Umbra or border Ethereal) in the AOE. This spell can detect hidden gates and doorways into the Ethereal plane

#### Dimensional Locator

Range	0	Duration	1 day/level (x3 duration from Ukko)
Casting Time	1	AOE	One point (may track 3 simultaneously from Ukko)
Save	None	Sphere	Dimensional/Knowledge/Travel

Creates a point of reference wherever the priest is standing allowing them to locate that point at any time until the expiration of the spell. Planar separation is not a factor and allows for faultless targeting of such travel spells as Dimensional Folding, Plane Shift, Gate, etc

#### Frost Halo

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	5 foot/level radius
Save	Fort (Special)	Sphere	Water/Sun

Causes all things in the AOE (seen or unseen) to be outlined in a softly glowing frost that is easy to see. If a living, resisting target, they may gain a saving throw to resist, reducing the effect to a momentary visibility before the frost dissipates. Otherwise the creatures or objects targeted remain highlighted eliminating their ability to hide and providing a +1 bonus to hit to anyone targeting them

#### Healing Waters

Range	Touch	Duration	Instant
Casting Time	1 round	AOE	One cup of liquid
Save	None	Sphere	Healing/Water

Transforms a normal cup of water, ale, milk, etc. into a healing drink which will repair damaged organs, kill harmful parasites, purify the blood (though it will not affect poison) and generally make the creature feel more whole. The spell is especially useful when the healer has discovered damaged organs which prevent him from using other curative magic

#### Healing Ward

Range	0	Duration	1 day/level
Casting Time	1 turn	AOE	10 foot radius
Save	None	Sphere	Healing

Creates an area of restfulness that aids in the healing of creatures within. Creatures within the area heal naturally at double the normal rate (normal is ½ level HP/day) The acceleration happens only if the creature remains in the AOE (generally no more than 3 medium sized creatures can fit in the AOE)

## Lunar Alignment: Lesser

Range	0 or Touch	Duration	1 round/level (x3 duration from Ukko)
Casting Time	1 melee	AOE	Self or object/creature touched
Save	None	Sphere	Moon/Dimensional

Allows the priest to draw upon alignments of the moons of Al'Akwannon to empower themselves, an object or a creature touched for a short period of time. If the moon is not visible (or removed by being on alternate planes) the spell automatically fails. Otherwise the following bonuses may be applied to a particular relevant action, saving throw or attack (DM): Waxing/Waning moon +1/+5%, Half moon +2/+10%, New moon +3/+15%, Full moon +4/+20%. In the rare occasions that the two moons have in phase alignments, the bonuses stack (i.e. – Fyundor is at half moon and Kordis is at full moon a bonus of +6/+30% is applied; DM)

## Moonbeam

Range	10 feet/level (x3 range/Ukko)	Duration	Instant
Casting Time	1	AOE	One target
Save	Negates (Reflex)	Sphere	Sun (Moon)/War

This spell only functions out of doors and causes a focused beam of focused moonbeam energy to strike the target causing 1d3/level damage (max 15d3) (x3 damage from Ukko) Undead suffer double damage from the ray (DM) and a successful save means the ray was dodged

## Moonglow

Range	10 yards/level (x3 range/Ukko)	Duration	1 turn/level (x3 duration from Ukko)
Casting Time	1	AOE	Targets in a 10 sq foot/level area (AOE 30ft from Ukko)
Save	None	Sphere	Sun (Moon)

Outlines selected objects or creatures with a pale glow as if bathed in an outline that is bright and grayishly moonlit. Outlined targets are visible at 300 yards in the dark or 50 yards if they are near a bright light source. This affords a +2 to hit normally (if within range; DM) or may cancel the minuses for invisibility if cast on an invisible target

## Moonlight

Range	20 yards/level (x3 range/Ukko)	Duration	1 hour/level (x3 duration from Ukko)
Casting Time	1	AOE	20ft radius globe (60ft radius from Ukko)
Save	Negates (Fort)	Sphere	Sun (Moon)

Causes an area to become illuminated with the equivalent of bright torchlight. If light is successfully cast on a creature's visual organs, they will be effectively blinded for the duration (+4 to hit for opponents) This is ineffective against creatures of 2+ HD or more

## Speak with Astral/Ethereal Traveler

Range	0	Duration	1 round/level (x3 duration from Ukko)
Casting Time	1 round	AOE	Creature touched
Save	None	Sphere	Dimensional

This spell allows the priestess to communicate with any creature who is in either Astral or Ethereal form and near the border of the plane which they are currently on. Additionally, the priestess may communicate with an Astrally or Ethereally projected individual, regardless of distance if the body is available to be touched. A bordering spirit must be detected by some means first, otherwise the priestess simply touches the body of a projected individual and may communicate telepathically

## Stand Firm

Range	0	Duration	1 round/level (x3 duration from Ukko)
Casting Time	1	AOE	Self
Save	None	Sphere	Gravity/Strength

Allows the priest to firmly stand in place, increasing his local gravity to keep him virtually rooted in one spot. In general, the priest is immune to knockback (DM), virtually all kinetic force (gale force winds, etc) and any similar attempts to move the priest from his location while he still lives.

## 2<sup>nd</sup> Level Spells (15 of 15 maximum)

### Aid

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing/Strength

This spell gives the recipient creature the effects of a blessing (+1 to hit and save) plus 1d8 +1 point/2 levels temporary hit points for the duration (maximum +5)

### Align Weapon: Lesser

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	One weapon
Save	None	Sphere	Good/Evil/Law/Chaos

Allows the priest to align a weapon according to her deity's area of influence. This causes the affected weapon to effectively become +1/+1 for the purposes of hitting and damaging creatures of the opposite alignment and additionally causes the weapon to deal double damage to such creatures for the duration. The weapon will not affect normal creatures in any way beyond the basic weapon, including the +1

### Astral/Ethereal Awareness

Range	0	Duration	1 hour/level (x2 duration from Ukko)
Casting Time	2	AOE	Priest
Save	None	Sphere	Travel/Dimensional

This spell only functions while in either the Astral Plane or the Ethereal Plane. The spell attunes the caster's senses to perceive natural phenomena within the plane. This allows them to detect physical phenomena (such as color pools and demi planes) and generally avoid trouble. While in effect, the caster gains +2 vs surprise and may gain other bonuses as adjudicated by the DM



## Astral/Ethereal Barrier

Range	10 yards/level (x2 range/Ukko)	Duration	1 turn/level (x2 duration from Ukko)
Casting Time	1 turn	AOE	10 foot/level square (x2 AOE from Ukko)
Save	None	Sphere	Protection/Dimensional

Allows the priest to set up an invisible barrier to prevent the passage of extradimensional beings. Such creatures cannot pass the barrier unless they become fully material, leaving the astral or ethereal border. The spell does not prevent teleportation or similar magics

## Augury

Range	0	Duration	Special
Casting Time	Special	AOE	Priest
Save	None	Sphere	All

Allows the priest to see a glimpse of the future as it stands. As this is the most minor of the precognitive spells, visions granted are very cryptic and sketchy. A percentile roll is used to see how effective the spell is (how near the priestess is to her god)

## Cure Moderate Wounds

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing

Heals 4d4 +1 point/2 levels (+5 maximum) of damage. Does not affect undead, non-corporeal creatures and creatures of an extraplanar origin (note -- this spell does not set bones, re-attach torn ligaments or tendons, etc. Sometimes some first aid or natural healing is necessary before this spell is effective.) Healing more than 20% of any creatures' hit points puts them to sleep for a minimum of 1 hour (DM)

## Detect Dimensional Disturbance

Range	0	Duration	1 turn/level (x2 duration from Ukko)
Casting Time	2	AOE	100 yard/level radius (x2 AOE from Ukko)
Save	None	Sphere	Dimensional

Allows the priest to detect the presence of any dimensional activity including any gating, teleporting or other dimensional passage within the past 1 day/level. If there is an active gate, rift or other dimensional anomaly within the AOE, the priest will detect the location and basic nature (i.e. – rift to the Abyss) of it immediately

## Lunar Form: Lesser

Range	0	Duration	1 round/level (x2 duration from Ukko)
Casting Time	2	AOE	Self
Save	None	Sphere	Sun (Moon)

Allows the priest to acquire some minor lunar traits. First his weight doubles (x4 from Ukko) making him more difficult for others to move or manipulate, this increases natural DEF by +4 (+8 from Ukko). Additionally, the priest begins to glow a soft lunar light, this generally keeps light sensitive and certain types of undead away from the priest (DM) and finally for the duration the priest gains a minor Lunar blessing of +1/5% (+2/+10% from Ukko) on any action, save or skill

## Resist Cold

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Protection/Fire

Makes the recipient completely immune to non-magical cold for the duration of the spell. Versus magical cold and breath weapons, the saving throws are at +3 and all damage is reduced by half (quartered in the case of a successful saving throw)

## Restore Strength

Range	Touch	Duration	Instant
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing/Strength

Instantly dispels any unnatural weakness, debilitation or exhaustion such as enfeeblement spells, touch effects from lesser undead, etc. The spell has no effect on natural exhaustion

## Shatter

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	3 ft radius
Save	Negates (Fort)	Sphere	Destruction/Earth

Shatters any non-magical objects of a breakable material and less than one pound (DM) without save. Magic materials gain a save at +4 and crystalline creatures save normally or take 1d6 damage/level up to 10d6 maximum. The spell may also be focused at a single target of up to 10 lbs/level (saves as above)

## Side Step

Range	10 feet (20ft from Ukko)	Duration	1 melee/level (x2 duration from Ukko)
Casting Time	2	AOE	Priest
Save	None	School	Dimensional

Allows the priest to reactively "phase" 10 feet in any direction once any time during the duration. Usually this is used as an automatic dodge to an attack or spell targeting the priest allowing them to effectively teleport themselves 10 feet from where they stand, somewhat like a single, controlled, blink (DM)

## Soften Earth and Stone

Range	10 yards/level	Duration	Permanent
Casting Time	2	AOE	10 foot/level cube
Save	None	Sphere	Earth

Allows the priestess to temporarily make the earth and/or stone in the AOE soften. If cast on earth this will create an area of quicksand-like material that will cause creatures to slowly begin to sink (approximately 1ft/round.) If cast on stone this will reduce the stone to the pliability of clay allowing it to be dug through at a rate of 1ft/round or otherwise molded or shaped

## Summon Minor Elemental (Snow or Water)

Range	5 yards/level (x2 range/Ukko)	Duration	2 rounds/level (x2 duration from Ukko)
Casting Time	1 round	AOE	One mass of elemental matter
Save	None	Sphere	Air/Fire/Earth/Water

Summons a minor elemental with an DEF 14, 2+ HD, movement of 12 hexes per melee and attacks for d4 damage. The elemental moves as directed by the priest, but dissipates if it moves outside the AOE (centered on the priest.) The elemental will also have minor special effects associated with it (i.e. - an ice elemental made of snow and ice particles that cause a blinding cloud 10ft in diameter which moves with it)

## Watery Fist

Range	10 yards/level	Duration	1 melee/level
Casting Time	2	AOE	Special
Save	None	Sphere	Water/Vengeance

Summons a pseudopod of water that can stretch up to 10ft +1ft/level of the priest which may be used to bludgeon or constrict targets as commanded. Attacks to base damage as follows [up to 4<sup>th</sup> level 1d6 strike, 1d3 constrict; to 8<sup>th</sup> 1d10 strike, 1d6 constrict; to 12<sup>th</sup> 1d12 strike, 1d8 constrict; 13<sup>th</sup> and higher 2d8 strike, 1d10 constrict.] Constriction attacks do +1 damage per round held, cumulative. The watery fist has an AC of 6 and 15hp +1/level but cannot be hit by non-magical or non-blessed weapons, all non-magical attacks simply pass through the water

## 3<sup>rd</sup> Level Spells (15 of 15 maximum)

### Accelerate Healing

Range	Touch	Duration	1 day/level
Casting Time	1 turn	AOE	One creature
Save	None	Sphere	Healing/Time

Enables the affected creature to heal naturally at 3 times the normal rate for the duration. Thus the creature will heal 3hp/day of light travel, 6hp/day of full rest and 9hp/day of full rest under expert care

### Astral/Ethereal Window

Range	5 yards	Duration	2 rounds/level
Casting Time	3	AOE	10ft x10ft window
Save	None	Sphere	Dimensional

Allows the priest to open a "window" into the Astral or Ethereal plane. The window can be as small as 1ft square or any size desired up to the maximum. A moderate level of scrying in the appropriate plane can be done with the window and under normal circumstances, creatures cannot pass through the window on either side (DM)

### Detect Spirits

Range	0	Duration	1 turn + 1 turn/level
Casting Time	3	AOE	100 yard/level radius
Save	None	Sphere	Knowledge/Dimensional

Allows the priestess to detect disembodied spirits and souls in the area of effect, including Astral and Ethereal beings

### Diminish Weather

Range	0	Duration	1 hour/level
Casting Time	1 turn	AOE	1 mile/2 levels
Save	None	Sphere	Air/Water

Allows the priestess to diminish the prevailing weather slightly for the duration. Pouring rain can be reduced to drizzle, beating sun reduced to comfortable warmth, a stiff wind reduced to a gentle breeze, etc. (DM)

### Etherealness

Range	0	Duration	1 round/level
Casting Time	3	AOE	Priestess
Save	None	Sphere	Dimensional/Travel

Allows the priestess to transform herself into an Ethereal creature and shifting herself to the border Ethereal (aka - the Umbra). The priestess cannot move deeper into the Ethereal, but effectively becomes invisible to the Prime yet can see and hear (though muted) what is going on there, move through objects at her normal rate of speed, etc

### Extradimensional Detection

Range	0	Duration	1 round/level
Casting Time	3	AOE	10 ft wide, 60 ft long path
Save	None	Sphere	Dimensional/Knowledge

This spell exposes the presence of any extradimensional pockets or spaces including interplanar gates and similar openings

### **Hailstorm: Lesser**

Range	10 yards/level	Duration	1 melee
Casting Time	2	AOE	Creatures in a 15ft radius
Save	Negates (Reflex)	Sphere	Water (Ice)

Allows the priest to summon a viciously hard burst of hailstones in a small area for a single melee causing a base 2d6 damage to all creatures in the AOE that fail to save (and escape the target area). Those who are heavily armored take only ½ damage (and in some unique cases no damage; DM). Creatures are also at a -2 for actions during the hailstorm due to the need to evade/defend from ice balls

### **Meld into Ice**

Range	0	Duration	1 turn/level
Casting Time	3	AOE	Priest
Save	None	Sphere	Earth/Water

Enables the priest to meld his body and up to 100 lbs worth of possessions into any single block of ice large enough to accommodate his body in all dimensions. While within, the priest is aware of the passage of time, however, he cannot hear and can only see in a view consistent with the clarity of the ice. If the ice is damaged enough so that it no longer is large enough to accommodate him, he is forcibly expelled taking 4d8 damage

### **Moonlust: Lesser**

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	2 creatures/level
Save	Negates (Will)	Sphere	Moon

Allows the priest to cause the targeted creatures to be mesmerized by the thought of the moon, even if the celestial body is not visible (i.e.- in a cave, other dimension, etc.) Those who fail their save simply stare into the sky and will not attack (but will defend) observing what they believe to be a moon. If one of the moons is actually visible, creatures suffer a -2 penalty to save and if one of the moons is a full moon and visible, the save is at -4

### **Remove Paralysis**

Range	10 yds/level	Duration	Permanent
Casting Time	3	AOE	1d4 creatures in a 20 ft cube
Save	None	Sphere	Healing/Domination

Frees one or more creatures from the effects of any paralyzation or related magic (i.e. - Hold Person, Slow, ghouls touch, etc.) If cast on one or two creatures, they receive a new save at +4, if cast on three or four creatures, they receive a new save at +2

### **Starshine**

Range	10 yards/level	Duration	1 turn/level
Casting Time	3	AOE	100yd/level square area
Save	None	Sphere	Sun (Moon)

Bathes the entire area of effect with a soft light as if the sky were filled with stars, increasing normal vision to that of a brightly moonlight night. In addition, creatures with nightvision have their range doubled if applicable

### **Strength of One**

Range	10 yards	Duration	1 round/level
Casting Time	3	AOE	1 creature per 2 levels (max 5 creatures)
Save	None	Sphere	Strength

By casting this spell on a group of allied creatures familiar with each other, the priest imbues all affected creatures with a Strength bonus equal to the strongest in the group. All creatures to be affected must be touching the priest at the time of casting and one of the group is the keystone (the strongest.) Affected creatures must be humanoid and this spell does not actually confer strength (i.e. - no bending bars, breaking down doors, etc.)

### **Strength Surge**

Range	Touch	Duration	1 round/level
Casting Time	3	AOE	One creature
Save	None	Sphere	Strength

Empowers the target's muscle increasing all strength stats by +4 for the duration

### **Weapon Oppression: Lesser**

Range	10 yards/level	Duration	1 melee/level
Casting Time	2	AOE	One weapon
Save	Negates (Fort)	Sphere	Gravity

Allows the priest to affect the targeted weapon with increased gravity, making it more difficult to wield and bring to bear and more difficult to compensate for ranged targeting (DM). If the target fails their save, the weapon is affected feeling roughly 4x its normal weight and causing a -4 to hit to melee weapons but affording them a +2 to damage due to the increased weight. Ranged weapons nearly always automatically miss their first shot, then have a -4 to hit on following shots unless the shooter/thrower has unique skills to defeat this (DM)

### **Zone of Sweet Ice**

Range	10 yards/level	Duration	1 turn/level
Casting Time	3	AOE	10ft/level cube
Save	None	Sphere	Water/Protection

Summons an invisible barrier which pushes out all impurities from the ice in the AOE to achieve desired results (perfect tasting ice, perfectly clear ice, opaque ice, etc.; DM) and repels any noxious influences upon the ice, maintaining its purity for the duration



## Kenn'Lorek Priest Powers

### 2<sup>nd</sup> Level Powers

#### Cleanse Water or Ice by touch 3/day

Range	Touch	Duration	Instantaneous
Casting Time	1	AOE	1 foot/level radius sphere from point touched
Save	None	Sphere	Water

This power instantly cleanses the water or ice touched of any foreign (including many magical) substances making it suitable for drinking, sterile healing related applications or any other situation requiring unspoiled water or ice (DM)

#### Sense Dimensional Anomaly 1/day

Range	1 mile/level	Duration	1 turn
Casting Time	1 round	AOE	Any dimensional anomaly in range
Save	None	Sphere	Dimensional

Allows the priest to detect any and all dimensional anomalies in range after spending a few minutes attuning to the location. Anomalies are generally things like gates, portals, tears, rifts and other similar things (DM). If any such things exist, the priest will immediately know the general nature and roughly how far away and in what direction it is

### 4<sup>th</sup> Level Powers

#### Portal Assessment at will

Range	10 feet/level	Duration	1 round
Casting Time	1	AOE	One portal, gate or dimensional opening
Save	None	Sphere	Dimensional

Allows the priest to perform an assessment of any dimensional opening as well as innate power targets (if the priest has such things as teleport, dimension door, etc.) The priest must focus for a full round on the portal to get a proper understanding, but will immediately understand if the destination side is safe (from the Starfather's point of view), general feedback (i.e. - leads underwater, into the ethereal plane, etc.) Will also provide information on the stability of the portal and how long it has been in place (DM). If following a specific vision or mission for the Starfather, the "value" of the portal as it equates to the mission will also be shared (i.e. - this helps my path forward, hurts the path or does nothing; DM)

## Kenn'Lorek Warrior Abilities

- *Clear Mind*: A warrior may reroll a failed Will save. This power is used as an immediate action after the save is failed. Prerequisites: Will 12+
- *Two Weapon Defense*: You gain the equivalent of a shield bonus when dual wielding weapons (+2 DEF) Prerequisites: DEX 12+
- *Athlete*: You have undergone extensive physical training and gain a +2 STR and DEX (aka - +10%, up to 20 maximum) for the purposes of rolls on athletic related moves and actions. If knocked prone, standing up can be done as a free 5 foot move, climbing and jumping can be done at full movement rate (DM)
- *Combat Reflexes*: You are quick and act before others, you gain a -4 initia adjustment and may roll your own initiative even in party initia situations and choose the better of the two; Prerequisites: DEX 12+
- *Diehard*: You may continue to fight until you are reduced to a negative value equal to your 1<sup>st</sup> level hit points and will live until twice that amount (a normal character is unconscious at 0 HP and dies at -10); Prerequisites: Health 14+
- *Toughness*: You have enhanced physical stamina and gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a new warrior level you gain +1 hit points; Prerequisites: CON 12+
- *Swift Foot*: The warrior gains a +2 hex combat move enhancement to speed for 1 melee per level. This ability may be taken multiple times to a maximum of double normal movement; Prerequisite: None
- *Shot on the Run*: You can move, fire a ranged weapon or throw a weapon, and move again before your foes can react (normally you cannot move both before and after an attack.) You can insert your attack(s) at any point you wish during your movement. Prerequisites: L3, DEX 13
- *Renewed Vigor*: Once per day, the warrior may effectively heal 1d8 points of damage +Constitution modifier. Prerequisites: L6, CON 13+

## Kenn'Lorek Priest Abilities

- *Divine Grace*: A priest gains a +2 bonus on all saving throws
- *Augment Healing*: your healing spells are more effective adding +2HP per die to any healing spells (does not affect feats or powers) Prerequisites: Healing spells
- *Aura of Courage*: The priest exudes a radius of fearlessness which causes all allies within 30ft to gain +2 vs all fear effects. Prerequisites: Fearless, L3

## Kenn'Lorek Rogue Abilities

- *Minor Magic:* A rogue with this talent gains the ability to cast a single 1st level spell from the generic wizard spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. This ability may be taken multiple times. Prerequisites: Appropriate proficiencies for the character concept (DM)

### Nature's Courage

Range	Touch	Duration	2 rounds/level
Casting Time	1 round	AOE	One touched creature/level
Save	None	School	Abjuration

Allows the guardian to draw upon the power of the universe around to provide a +1 DEF bonus and either a +1 to all saving throws, a +3 to a general type of save (fort, reflex, will) or a +5 bonus vs a specific save (poison, mind control, vampiric gaze, etc.)

## Kenn'Lorek General Abilities

- *Iron Will:* Gain +2 on all Will saves
- *Great Fortitude:* Gain +2 on all Fort saves
- Charm Resistance: Gain +4 vs all charm and mind affecting magic and skills
- Fearless: Gain +4 vs all fear related effects (DM)

## Kenn'Lorek Pet

**Ukko:** A pure white ermine who has been empowered by Kor-El to function as a conduit to the Star Father. As a focusing familiar, Ukko is able to create a magical field aligned with the Starfather and can attune the field to empower a particular



sphere of power while diminishing another. This can be done once per day and works in a radius of 10 yards per priest level of Kenn and lasting for an entire "scene" (DM). Ukko currently has the capability to augment any of the primary spheres of Kenn's control – Ice, Moon or Dimensional (as well as Gravity where noted). Strengthening/diminishing effects are outlined below, but while strengthening a primary sphere, one of the secondary spheres must be diminished, functioning at ½ Range, Duration and AOE while Ukko's power is in effect (DM). This power and bond grows with the leveling of priest (Ukko grows with Kenn) – currently, Ukko may triple the Range, Duration or AOE of any of Kenn's 1<sup>st</sup> level spells or

double the Range, Duration or AOE of any of Kenn's 2<sup>nd</sup> level spells. When in effect, all spells of a secondary sphere are diminished as noted above

## Kenn'Lorek Contacts (5)

**Kor-El:** A picis warrior/wizard/priest, weapon master, accomplished water mage and supreme order priest of the Starfather. A master of circle magic and other powerful meta magics and the owner of the sky ship. Kor-el has had many roles to play in his heroic history being a legend of lore in the Fang Lands, the Hringarike and throughout the Sunken Sea region. He is a caring individual who tries hard to empower those around him and encourage them to become the best version of themselves. Kenn'Lorek was brought to Kor-El's attention by Draira and his heroic efforts to defend his village from an onslaught of salamanders from the elemental plane of fire. He discovered his burgeoning passion for the Starfather and has begun to mentor him along this new path

**Draira Blacklotus:** the witch of the northern Hringarike and a priestess of Nag Deo, the Serpent Lord. A drow elf in the depths of the north, far from her native lands and a follower of a strange god from distant lands, Draira has become a seer, oracle and provider of guidance and answers to the people of the northern Hringarike and a confidant of the former leader of the northern tribes, Kraag'Nak. Kenn sought her guidance after defending his village against the onslaught of salamanders and the change he sensed due to the gates. She provided him guidance, connecting him to his hero Kor-el for training in matters of the Starfather and enhancing the skills and abilities he already possessed

**Grotmanter Laerus:** A ranking commander among the rebuilding Riddar Hagi, knights of the Hringarike and Bjarga's liaison with Draira. Laerus met Kenn while Kenn was at the witch's holdings looking for guidance and immediately saw his promise as well, inviting him to come north and join the Riddar Hagi. Kenn was already aligned to meet with Kor-el and thus had to put such a visit to the Riddar mark on hold, but spent a good amount of time connecting with this man and the two immediately had a brother-like connection

**Military Contact:** TBD (likely someone from Lor'Aserion)

**Unique Contact:** TBD (non-player race contact of some sort, either from Kor-el interaction or other dimensional)

### **Kenn'Lorek Enemies (3)**

**Kashtarhak, the Voice of Chaos** – a preeminent Rakshasa Demon Lord, effectively a demi-god. Kenn and the team worked to disrupt and undo a powerful ritual magic that allowed the Voice of Chaos and his rakshasa followers to transit between the Abyss, realm of Chaos and the Prime Material Plane at will. This demon lord now marks Kenn and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Kenn's demise

**TBD** – an unknown enemy connected to Le'Rok

**TBD** – an unknown enemy connected to the Hringarike