

Chaos Age Character Record

Name Orc		Race Orc		Sex Male		Age 25	
Class Rogue/Wizard		Origin Kho Xiong		Hair Dark Brown		Height 5' 11"	
Level 6/5		Skin Yellow-brown		Eyes Amber		Weight 185 lbs	
Strength	14			Intelligence	16		
Muscle	12	+1/+5%		Knowledge	16	+12PP; +3/+15%	
Stamina	18	+4/+20%		Reason	16	+3/+15%	
Dexterity	18			Wisdom	14		
Aim	16	+3/+15%		Intuition	16	+3/+15%	
Balance	20	+5/+25%		Willpower	12	+1/+5%	
Constitution	14			Charisma	10		
Fitness	14	+2/+10%		Appearance	11	+5%	
Health	14	+2/+10%		Leadership	9		
Perception	15	+2/+15%		Luck	13	+1/+10%	



Hit Points **51** | **Damage** R=d8 min 4; W=d8 min 1 (min - max = 35 to 57)

Normal AC 19 | **Flatfooted AC** 10 | **AC Factors**

Armor/AC Notes | **HP** 1 | **AP** 4

Saving Throws | **Reflex** **+9** | +1 Parkour Dodge | **Fortitude** **+6** | +1 Planar Adapt

Willpower **+5** | Save Notes

Character Portrait

Combat Summary

Combat Move 12 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
Lava Blade - Xiong Knife +1	0	2/1	d4	+9/+6	Throw Range - 3/6/9 +2d6 lava damage; 1 free parry
Kukri	F	1/1	d6	+4/+1	Throw Range - 3/6/9
Toruk'Jha	0	1/1	d2	+4/+5	
One Free Dodge Attempt - d6+8 subtract from attack roll					
Base Attack Bonus = +3 (DM Auto Calc)					

Proficiencies

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	67		Modern Lang: Xiong	51		Etiquette: Xiong Hunters ®	36	
Detect Noise	39		Modern Lang: Uruk ®	48				
Light Sleeping ®	42							
Alertness ®	62		Literacy: Uruk ®	44				
Sound Analysis: General ®	51		Literacy: Xiong	49		Forensics: Geomantic ®	55	
Danger Sense ®	66							
Navigation: Intuitive ®	61		Gesture/Sign Lang: Xiong Hunters	54		Trailing: Intuitive ®	45	
Animal Handling: Quiet Execution	51		Herbalist: Intuitive ®	45		Ambush: Hunting ®	48	
			Ecology/Eco Systems: Planetary Energy	45		Camouflage: Wilderness ®	55	
			Geology: Intuitive ®	56		Hide in Shadows: Wilderness ®	47	
First Aid: General ®	44					Move Silently ®	54	
			Lore: Animal/Insect: General	54				
Fire Building/Control ®	53		Lore: Alternate Magics: Geomancy	36		Set/Find/Remove Traps: Animal ®	42	
			Lore: Divination: Intuitive	44		Tracking: Animal ®	44	
Rope Use/Nets: Traps/Tanning	54		Lore: Foci: Ley Lines ®	42				
Trade Skill: Butcher	49		Lore: Planar: General: Intuitive ®	70		Resist Pain ®	48	
Trade Skill: Skinning/Tanning	67		Lore: Foci: Geomancy/Elements	39				
Foraging: Hunter/Tanner	52					Close Quarters Fighting: HTH ®	77	
			Physics: Elemental Behavior: Intuitive	36				
Hunting	45							
Jumping	68		Spellcraft ®	39		Class Abilities Bonus Added (+25%)		
Endurance	37							
Running	18		Meditation: Mental Defense ®	20		Tight Group Prof: Small Knife		
Climbing	74					WOC: Xiong Knife		
Mountaineering ®	62		Appraising: Leather Goods ®	51		Wpn Focus: Median: Xiong Knife		
Escape Artist: General ®	48					Damage Focus: Lesser: Xiong Knife		
Quickness	55		Local History: Mong Khoun	48		Spec: Toruk'Jha		
Tumbling: Parkour	87		OK: the Hunters	50		Improved Defense: Lesser		
						Spec: One Handed Style		
Survival: Wilderness	50		AK: Kho Xiong	49				
Swimming	36		AK: the Jade Peak	53		Unused Pts	1PP 3IP	

Full Name	Nikam'Pom	Guild/Order/Sect	Nityav Akam "Blood of the Earth"
Aliases/Nicknames	Nik	Clan/Racial Specifics	Xiongan Orc
Liege/Patron/Deity	Loh'Pak/Chul	Birthdate	2nd of Ba Yue

Experience Points	Rogue 12,200 xp (Next - 16500)	Wizard 11,000 xp (Next - 15000)
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Physical Description	Personality/Demeanor
A very lean and wiry orc with a yellowish-bronze hue to his skin. His black hair is naturally clumped into "tails" that hang down to about shoulder length and his amber eyes seem to lie back in wait. Nikam'Pom moves in a very graceful fashion, especially out in nature, where his steps appear to glide around any obstacle and flow through the environment nary disturbing a single blade of grass. He is generally dressed in lightweight gear that is quite suitable to his temperate mountain/jungle climate of home	A bit of a ponderer and a bit of a doer, Nik has struggled with the visions he has seen of the world around him since he was a child. His geomantic perspective, unshaped for years, affected his personality in various ways. His biggest joy is being free, moving through the jungle with speed and agility. It seems that part of his ability to be so sure of foot and move with preternatural speed is part of his attunement with geomancy. Now aware of this he is balancing his intuitive visualizations of the world around him with the mystic power of geomancy

Brief Personal History

Born into the Xiongese mountain people, a collective with human, dwarven and orcs races working together as a collective, Nik found himself naturally drawn to the wild spaces and was brought into the hunters fold at a young age. Even at that age he had many inborn skills and senses that aided the hunters he worked with. He learned the ways of mercifully killing animals and artfully skinning as well as trimming meat, bone and other products to maximize the use of a creature killed. He also enjoyed climbing trees, cliffs and jumping and hopping around like the monkeys in the trees. He would often notice things that seemed beyond the physical things he saw, such as a water source that was contaminated or an ecosystem out of balance for the native species. He didn't really know what he was seeing at the time, but this was his natural connection with the universe that came into focus when a Goreyan monk appeared to him one day and enlightened him on what he was seeing. Traveling with the monk to the forest of Sin'Tian, he began his training on the path of Geomancy

Family/Relatives	Friends/Allies	Enemies/Rivals
TBD	Loh'Pak - Leader of Clan Jo'Rak Chul - Goreyan Monk & Geomancer Kai'Lar - High Priestess of Chak'Dor	Kashtarhak, the Voice of Chaos - rakshasa

Race/Class Special Abilities & Powers	Miscellaneous Notes	Armor/Defensive Summary
Orc Racial Abilities	Mana 24	Base Armor Type None
Nightvision: Greater (full vision range)	After 1hr settling regain 3 mana/hr	Piece/Modifier
Keen Hearing (+1/+5%; DM)		Piece/Modifier
Keen Olfactory (+1/+5%; DM)		Piece/Modifier
Hit Point Bonus (+1 hp/level)		Piece/Modifier
Fast Healer (+1 hp/healing interval)		
Vicious Combat Style (+2 dmg in HTH)		
Warrior Abilities		
Dodge: Lesser (1 free dodge per melee)		

Rogue Abilities	Equipment/Magic Items
Alter Fate: Lesser (reroll failed roll 1/day)	Bracers of Brachiation
Acrobatic (+25% on skills; reroll on fail)	Xiong Lava Knife +1
Ambidextrous (use either side equally)	Necklace of Underwater Action
Defensive Bonus (+2 DEF)	Geomantic Crystal
Evasion (Reflex sv to avoid damage; DM)	Mask of the Hunter
Defensive Roll (avoid damage that would kill)	Necklace of Non-Detection
Swift Foot (+2 hexes combat move)	1 black pearl (worth 2+ identify pearls)
Major Magic: Fireball 2/day	Ioun Stone of Regeneration - 1hp/hour
Major Magic: Fire Monkey: Fireball 2/day	23 Identify quality pearls

Wizard Abilities	Money/Valuables
Improved Hit Die (d8 for HP)	
Extra Spell (gain 1 extra spell/spell level)	Monthly Upkeep = 0 SC (food/drink/ent)

Tha'Chaw Powers	Money/Valuables
Esoteric Adaptation: Lesser at will	
Elemental Fists: Lesser 1/day	
Sacred Stone: Lesser	Monthly Income - 0 Silver (0)

Nikam’Pom Items



Bracers of Brachiation: a pair of supple, artfully engraved leather bracers which empower existing skills related to getting one’s self in the position for swinging on vines, branches and other things at +25% (climbing, jumping, etc; DM) Additionally, once in an area where such swinging can be done, the wearer may move at their maximum land based speed in a very agile fashion (DM) and may make up to a 15 foot “jump” between handholds automatically (beyond the distance can be achieved via skill rolls up to a usual maximum of 30 feet (DM). Generally no rolls are necessary to move like this

Xiong Lava Blade: a xiong knife which bonds with the wielder after one week. Once bonded the wielder will always know the exact location of the blade no matter planar separation or distance (DM). The blade appears as a uniquely crafted stone knife which performs as a +1 blade at all times (+1/+2/0). At will, when touched by the fire monkey, the blade transforms into a lava blade which causes an additional 2d6 lava damage on any strike (double vs creatures weak to fire/earth)



Necklace of Underwater Action: a necklace of woven vine with a small silver cup suspended with a small amount of water that splashes around as if a wave, yet never spills. When worn, the wearer may act underwater, in mud or most any liquid or semi-liquid uninhibited (DM). Despite its very fragile appearance the necklace is virtually indestructible

Geomantic Focus Crystal: a clear rounded crystal which allows a trained geomancer to improve the interpretation of lines of power, nexi and other ambient forces (DM). Certain spells may also be focused through the crystal for improved understanding of the phenomena (e.g. – Identify)



Mask of the Hunter: a leathery face covering that enhances virtually all skills related to hunting (DM) such as Move Silent, Ambush, Hunting, etc. Rudimentary skills possessed will instead function as standard skills with a base 25%, while standard skills possessed will operate at a +30% level when needed. Hunting related skills not possessed will function as rudimentary skills at 50%. These skills and skill bonuses will only operate in natural settings (DM)

Ioun Stone of Regeneration: a rough polished piece of amber that when tossed up in front of the face of the “wearer” will begin to orbit the subject’s head. After attuning for one week, the ioun stone will begin to regenerate 1 hit point per hour for the “wearer.” The stone may be targeted for an attack and although virtually indestructible, a single point of damage is enough to knock the stone out of orbit, requiring a new “attunement” phase. Otherwise the stone persistently repairs damage both internal and external at the rate explained. Regeneration has no impact on disease or poison, but will repair damage as it is done (DM)



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

Nikam’Pom Info

Nityav Akam (Blood of the Earth)

Practitioners of Nityav Akam have been few and far between throughout the ages, but always begin with showing connections with the planet when only a child. The sensitivity to elements, lines of power, nature or other similar things reveals itself and either draws a reclusive master to find a potential student or the planet itself seems to manifest in a way of training not seen anywhere else. As such there is no organized schooling and each learner follows a unique path depending on how their attunement develops.

Weapon and Armor Restrictions: None, though wizards generally prefer little to no armor and the ability to keep one hand free for spellcasting

Locations: There are no formal guilds each student is sought out specifically by the master who trains them

Clothing: Without any guild structure per say, there are no restrictions on clothing and/or colors though most students look to emulate their masters on several points

Guild Member Restrictions: Students must have exceptional intuition and perception to do perceive the unseen world around them and understand the unseen elements that make the world what it is (minimum Intuition 16, minimum Perception 14)

Tha'Chaw (Geomancer/Interpreter of Planetary & Elemental Configurations)

Geomancers focus on the use of divination with some supplementary alteration and enchantment spells to help them understand and manipulate the world around them

Admittance to the School: Admittance is pre-determined at birth, you either are a geomancer or you are not

Ability Requirements: Must meet all initial requirements and must additionally have a minimum Reason of 13 and minimum Dexterity of 13

Oppositional Spheres: Summoning and Necromancy

School Hierarchy: No formal hierarchy

Nikam'Pom Wizard Spells

Minor Sphere Magic

1st Level Spells (14 of 14 maximum; 1 extra)

Burning Hands

Range	0	Duration	Instant
Casting Time	1	AOE	5 foot long 120° arc
Save	Half Damage (Reflex)	School	Evocation/Fire

Allows the mage to fire a searing fan of flame which burns those within the area of effect causing 1d6 +1 point/level of damage (maximum +15 HP) to all in the AOE

Comprehend Languages

Range	Touch	Duration	1 hour/level
Casting Time	1 round	AOE	One creature or object
Save	None	School	Divination

Allows the caster to understand any single creature speaking or read any written message or documentation (does affect magical writings, but does not decrypt)

Detect Life Force

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination/Necromancy

Detects the presence of any living creatures within the area of effect and gives the caster a 5%/level chance of determining some basic info about the energy (i.e. - strong will, powerful mind, fortitude, etc.;DM.) Can scan a 60 degree arc each round and is blocked by thick walls and metals

Detect Secret Doors

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination

Detects the presence of concealed, secret or otherwise masked doors, compartments, caches, panels, etc. The first round of examination will only detect the presence of such openings. The second round will reveal the location of each secret item in the AOE. Each successive round a specific secret item may be examined (1 round each) to reveal the opening mechanism for such openings. This spell does not reveal any presence of traps or alarms

Divining Rod

Range	Touch	Duration	1 turn/level
Casting Time	1 round	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination/Enchantment

Transforms a normal stick or similar object into a divining rod that can detect mundane objects of the general type desired by the caster (i.e. - may locate fruit, metals, water, etc.; DM)

Find Familiar

Range	1 mile/level	Duration	Special
Casting Time	1 day	AOE	1 creature
Save	Special	School	Summoning/Divination

Summons a creature to become the caster's familiar (may only have one familiar at a given time.) The creature summoned will be highly intelligent among its species and has an empathic link with its master. The caster can sense through the familiar's sensory powers and range is not a factor, however, the familiar must have some contact with the wizard each day or it loses a hit point each day apart until it dies. When in contact with the wizard, the familiar gains his saving throws (takes no damage or half), but if the familiar is killed, the wizard must make a system shock roll of die as well. The summoning is random and rarely fails (DM's ruling) but the spell may only be attempted once per month. The spell requires 100 Silver Crowns worth of rare incense and spices which are burned during the summoning

Guess

Range	100 yards/level (to vision range)	Duration	Instant
Casting Time	1	AOE	Special
Save	None	School	Divination

Allows the caster to guess the amount of any group of objects or creatures within the range and line of sight. The guess is perfectly accurate under quantities of fifty and are otherwise rounded to the nearest, largest factor of ten (i.e. - 433 becomes 400, 27,627 becomes 28,000, etc.) The casting of this spell requires a verbal command only

Identify

Range	0	Duration	1 round/level
Casting Time	Special	AOE	1 item/level
Save	None	School	Divination

Allows the caster to divine the purpose of both mundane and magical items. Mundane items may be scanned immediately after casting the spell at the rate of 1 item per round. Magic items require eight hours preparation then the caster will be able to identify magical properties of prepared items by touching them. There is a 10%/level chance to find out information about one particular aspect of a magical item per round. After identifying magical items, the caster is temporarily reduced by 8 points of Constitution (takes one hour of full rest per point of Con to recover.) When divining magical item properties, a pearl of 25 Silver Crowns value must be crushed and sprinkled over the item

Jump

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	School	Transmutation (Alteration)

Allows the creature affected to be able to jump up to 30 feet forward or up, or up to 10 feet backward. The creature may jump once each round (not melee) and the spell does not insure safety in landing

Patternweave

Range	10 feet	Duration	1 round
Casting Time	1 round	AOE	10 foot square
Save	None	School	Divination

Allows the caster to make sense of apparent chaos and see items as a whole when only a piece or pieces remain (i.e. - a shred of paper can be made whole to see a map or scroll, a piece of hair can be used to see the creature or individual, etc.) The DM secretly makes a save for the caster, if it fails, the he is unable to reconstruct the cryptic information into a whole

Reshape Natural Element: Lesser

Range	Touch	Duration	Permanent
Casting Time	1 melee	AOE	1 foot/level square
Save	Fort (Negates)	School	Geomancy

Allows the geomancer to reshape any natural element with a short concentration. The element must be natural (thus will fail against such things as properly forged/worked metal, gems worked/finished by a jeweler, etc. DM) but may otherwise be forced into any non-complex shape desired. Liquid and gas elements will immediately reform to the work around them unless held in the desired shape by some other means, however things like natural stone will remain as fashioned. All shapes must be a simple, single piece and cannot change the quantity of matter being affected (DM)

See Cosmos: Lesser

Range	0	Duration	1 round/level
Casting Time	1 round	AOE	10 yards/level
Save	None	School	Geomancy

Allows the geomancer to see the state of the area he is viewing, allowing him to determine if things are natural and undisturbed, or in flux, tampered with, sick or otherwise altered or lacking from a geomantic sense (DM). This will also give insight into such things as mana wells, dead zones and with the use of skills can provide diagnosis, etc.

Speak with Element

Range	0	Duration	1 round/level
Casting Time	1 round	AOE	10-foot radius
Save	None (Will)	School	Geomancy

Allows the geomancer to speak with elemental matter in a variety of ways. Raw elements themselves will generally have little to say, but a rock that has been around forever may have seen things that can be explained to the geomancer (DM). Elemental beings can also be talked to (but powerful ones may resist with a Will save if desired or if they feel under attack) and will be done at the equivalent of a telepathic level. There is no guarantee that any useful information will be gained, each element will behave differently (DM)

Spider Climb

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	School	Transmutation (Alteration)/Enchantment

Enables the affected creature to walk upon vertical walls and ceilings by altering their skin or enchanting their foot and hand wear. Creatures may move at a rate of 5 mph or 3 hexes/melee for the duration

Wizard Mark

Range	Touch	Duration	Permanent
Casting Time	1	AOE	Up to 1 square foot
Save	None	School	Enchantment/Illusion

Allows the mage to place his personal rune upon any item or creature he desires (unwilling creatures receive a saving throw.) The mark may either appear as a visible brand or as an invisible mark which appears when the appropriate means of detection are used

2nd Level Spells (10 of 14; 2 new; 1 extra)

Attune Natural Element: Lesser

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Object touched
Save	None	School	Alteration/Transmutation

Allows the geomancer to touch any object that is primarily from a non-crafted source (will work on minorly crafted things, such as some weapons, carved stones, etc.; but not on things like alloy metals or combined elements). The object must be no larger than 1 foot/level square in size but then becomes perfectly aligned with the area, realm, plane of existence, etc. it is in. This provides it with a variety of benefits as use for magical foci, mystical ingredients, etc. (DM). For simple weapon-like efforts, this affords a standard +1/+5% to any attacks, effects, etc. and a -1 to any resistance/saves. If used as part of a construct or magical "device" any skills or magic used in concert with this element gain a +5/+25% bonus to success (DM)

Attune With Cosmos: Lesser

Range	0	Duration	1 day/level
Casting Time	2	AOE	Self
Save	None	School	Alteration/Transmutation

Allows the geomancer to fully attune himself with the area he is in. This makes him a native creature in the area, environment, plane, etc. (DM). Anything attempting to detect the geomancer will not sense him as any foreign entity or something that does not belong. Additionally, virtually all skills or abilities used by the geomancer will be done with a +2/+10% bonus to any action due to familiarity with the "feel" of the area. Finally, this sense will improve the use of any divinatory magics used in the area to further understand the area in question (DM)

Combat Awareness

Range	0	Duration	1 melee/level
Casting Time	2	AOE	Creature touched
Save	None	School	Divination/Abjuration

Affords the affected creature with a minor level of precognition which allows them to attempt to dodge attacks of various kinds. The target gains a free attempt to dodge each round at d6 +Balance bonus +1/2 caster levels (max +10)

Control Element: Lesser

Range	5 feet/level	Duration	1 turn/level
Casting Time	2	AOE	1 foot/level "chunk" of single element
Save	Special	School	Alteration/Transmutation

Allows the geomancer to control, shape and otherwise manipulate a mass of a generally singular element in the AOE (i.e. – water, earth, lava, etc.; DM). While active the geomancer may make the element change shape at will (though time to shift takes a couple seconds, up to a melee to occur), move in any way desired (i.e. – a globe of water can be made to float up from the larger body of water, etc.; DM) and generally retains control of that element against any other minor sphere spell effect that would attempt to "do" something else with it (i.e. – a destroy water spell would fail if the element in the geomancer's control; DM). Movement of elements are limited to the movement speed of the geomancer, thus a chunk of rock could not be hurled faster than the geomancer can run (DM)

Detect Invisibility

Range	10 yards/level	Duration	2 turns/level
Casting Time	2	AOE	10 foot wide path
Save	None	School	Divination

Allows the caster to detect invisible, astral, ethereal and otherwise out of phase objects and creatures (i.e. – dimensional doorways, rogues in shadows, etc.) The spell does not affect illusions in any way

Flaming Sphere

Range	15 yards	Duration	1 round/level
Casting Time	2	AOE	3 foot radius sphere
Save	Negates (Reflex)	School	Summoning/Evocation/Fire

Summons a burning sphere which will roll in any direction desired at 6 hexes per melee. It will roll over obstacles under 4ft in height and sets afire all flammable substances which come in contact with it. Creatures contacting the sphere must save or take 2d4 damage and those within 5 feet must save or take 1d4

Heatless Flame

Range	10 yards/level	Duration	1 turn/level
Casting Time	2	AOE	5 foot/level radius
Save	None	School	Transmutation (Alteration)/Fire

Causes all fires designated by the caster in the AOE to become heatless for the duration causing no damage to creatures or objects, but neither extinguishing by magical means. This allows people to pass through flames or potentially buy people considerable time to try and put out a blaze, etc

Locate Object

Range	1 mile/level	Duration	1 round/level
Casting Time	2	AOE	Special
Save	None	School	Divination

Detects any desired inanimate object within the spell range. The object must be on the same plane as the caster (DM's restrictions)

Scorching Ray

Range	10 feet/level	Duration	Instant
Casting Time	2	AOE	One target
Save	Negates (Reflex)	School	Evocation/Fire

Fires a ray of scorching heat energy at the target causing 2d6 +1 point/level of damage (causes x2 damage to most undead)

Summon Swarm

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	10 foot cube
Save	None	School	Summoning

Summons a swarm of pests indigenous of the local area who viciously attack those within the area of effect. Those actively defending themselves take 1HP/melee others take 1d4+1/3 levels damage per melee. The swarm makes spellcasting impossible and can only be dispersed by fire and other area effect attacks (takes 2HP/level in damage before dispersing.) The spell lasts as long as the caster can maintains concentration plus two melees thereafter

True Strike: Lesser

Range	0	Duration	Next attack
Casting Time	2	AOE	Caster
Save	None	School	Divination

Allows the caster to gain an insight bonus on his next attack gaining a +10 to hit and negating any penalties for striking at concealed opponents

3rd Level Spells (8 of 14 starting; 1 extra)

Clairaudience

Range	Special	Duration	1 round/level
Casting Time	3	AOE	10 foot/level radius
Save	None	School	Divination

Allows the mage to concentrate upon any locale and hear in his mind any sounds within the AOE. Distance is not a factor, but the target locale must either be familiar or obvious (DM) and must be on the same plane of existence. The target area may be changed each round if desired

Feng Shui Combat

Range	0	Duration	1 melee/level
Casting Time	3	AOE	Self
Save	None	School	Geomancy

Allows the geomancer to align his fighting styles with the feng shui of the battlefield. Attacks are truer, defenses more solid and everything operates in harmony. The geomancer must focus on offense or defense, but may change this each melee. In offense mode, the geomancer takes a -2 to hit to align with the "lines of power" he sees, but gains a +6 to damage for the strike. In defense mode, the geomancer simply gains a +4 DEF for the duration, placing themselves in more advantageous defensive positions

Flameform

Range	0	Duration	2 rounds/level
Casting Time	1	AOE	Caster
Save	None	School	Alteration/Fire

Transforms the mage and all his gear into a pillar of whirling flame (he is between the Prime Material and Plane of Elemental Fire.) He can only be struck by weapons of +1 or better and elementals of similar natures will ignore him. The mage may pass under doors and through minute openings, being virtually insubstantial (and thus cannot affect creatures on the Prime) and putting out only a very warm heat

Fundamental Breakdown

Range	Touch	Duration	Instant
Casting Time	1 round	AOE	One item
Save	None	School	Divination

Allows the mage to understand the components of any non-magical mixture including the type, quantity and preparation processes. The item is consumed in the casting

Heal the Land: Lesser

Range	10 yards/level	Duration	Permanent
Casting Time	1 turn	AOE	500 foot/level radius
Save	None	School	Geomancy

Allows the geomancer to heal problems with ecosystems in the area of effect. The area will become perfectly balanced in accordance with the situation encountered (i.e. - a forest will have the right balance of soil, plants, trees, water, etc to be exceptionally healthy; a crumbling cliff face can be made strong and stable, etc.) Overall effects can vary, but in general this should be received positively by the land and elements within

Join with Element

Range	5 feet	Duration	1 turn/level
Casting Time	1 round	AOE	Element touched
Save	None	School	Alteration/Transmutation

Allows the geomancer to physically transform himself into an element touched and allowing him to become one with it. Effects vary, but the geomancer will fully understand the makeup of the element, its strengths, weaknesses and capabilities. If joining with a bonfire, the geomancer will become flame, but will be restricted to the area of the fire, however, if joining with a forest fire, the geomancer can travel to any point within the blaze (walking speed) and understand where it is growing. Additionally, elements are a bit broader than just air, water, fire and earth (I.e. - can join with a tree, a swamp, etc.) As long as the element is not sentient, the geomancer may join with it

Legend Lore: Lesser

Range	0	Duration	Variable (DM)
Casting Time	1 day	AOE	One person, place or thing
Save	Negates (Will)	School	Divination

Allows the mage to gain information on the person, place or thing targeted by the spell. Effectiveness of the spell is variable (based on an opposed roll with the DM) but can be positively affected by the following things at the time of casting: the target itself is in the possession of the mage, a personal item of a target person or creature is in the possession of the mage, intimate details are already known about the target. Legend Lore: Lesser may be blocked by minor sphere or more powerful magic. Legend Lore: Lesser will reveal general details automatically, but if targeted on a specific individual, they may resist via a Will save (i.e. – information about Orcs in general cannot be resisted, but information about Lo'Pak of Jo'Rak can be resisted)

Tongues

Range	0	Duration	1 turn/level
Casting Time	3	AOE	5 foot/level radius
Save	None	School	Divination

Allows the mage to speak and understand up to 1 additional language or dialect/3 levels for the duration of the spell. It automatically detects the language or dialects used by those within the area of effect (assuming they are close enough to hear)

Wizard Sight

Range	0	Duration	1 turn/level
Casting Time	3	AOE	Caster
Save	None	School	Divination

When activated, this spell causes the caster's eyes to glow a bright yellow-white. While active the spell provides a more advanced version of Magic Sight, allowing the caster to sense magic power and potential in beings, read auras more accurately and distinctly and sense fluctuations in the ambient mana flow of the plane around them (DM). If used in conjunction with other magic divination means and magics, the caster will gain many benefits in determining the purpose, use and capabilities of the item or creature being studied

Nikam'Pom Wizard Powers

2nd Level Powers

Esoteric Adaptation: Lesser at will

Range	0	Duration	1 day/level
Casting Time	1 turn	AOE	Self
Save	None	School	Alteration

Allows the geomancer to adapt himself physically to unique environmental conditions and be able to perform in a way that is most effective (DM) as it relates to all their skills and abilities. E.g. – the geomancer enters a frozen tundra land and adapts allowing his Survival: Desert to function equally well in the tundra environment and his See Cosmos spell to see unique things particular to the area in question. This can be redone at any time, but will expire once the geomancer leaves the area after duration expires

4th Level Powers

Elemental Fists: Lesser 1/day

Range	0	Duration	1 round/level
Casting Time	0	AOE	Geomancer
Save	None	School	Alteration

Allows the geomancer to transform his forearms and hands (everything beyond the elbow) into one chosen elemental type (earth, water, fire, air) and gain abilities for each different type. Earth makes the fists into clubbing weapons that do d8 damage and are as hard as stone; Water makes the forearm/hands malleable, able to flow through small openings and as form where possible to exert normal force (I.e. - reach through a keyhole and open a door); Fire makes the forearms and fists immune to heat/fire and may handle incredibly hot things with no damage, while attacks cause 2d6 fire damage on any successful hits (or 2d6 per melee if held in a hold; DM); Air makes the forearms, hands, fingers and fists move at effectively x2 speed, allowing double the normal actions (DM) or alternatively can double the amount of parries if going defensive with a +4 bonus to any parry attempt

Sacred Stone: Lesser

Range	Touch	Duration	Permanent
Casting Time	1 day	AOE	One "pure" stone element
Save	None	School	Enchantment

Allows the geomancer to attune to a single stone that is pure and perfect (DM). Once attuned the stone can contain esoteric memories for a variety of geomantic adaptations, allowing them to be recalled in moments. There are a variety of possible uses, but in general the stone may create a "memory" for up to 2x the caster's level in places, attunements, etc. (DM)



Fire Monkey – an elemental monkey from the plane of fire, the monkey usually stays in “spark” form, where he is simply a mote of heat hiding somewhere on Nik’s person. However, he may manifest in a single melee becoming a full-sized monkey (macaque type) with flaming fur (DM)

- *Major Magic:* A rogue with this talent gains the ability to cast either three 1st level spells, two 2nd level spells or one 3rd level spells from the generic wizard spell list. Each spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. Prerequisites: L5, minor magic rogue ability – Fireball 2/day (fire monkey triggers on self)

Fireball 2/day

Range	0	Duration	Instant
Casting Time	3	AOE	20 foot radius sphere
Save	½ Damage (Reflex)	School	Evocation/Fire

Causes an explosive burst of flame which fills the area of effect emanating from the fire monkey and causes 1d6 points of damage/level (5d6) to all creatures within the radius (maximum 10d6) In addition, all flammable items are ignited and all other items must save versus magical fire or be affected (DM’s ruling)

Toruk-Jha (*Orcish Wrestling/Grappling HTH*)

Thought to have been initially developed sometime in the dawn of Orcish civilization, Toruk-Jha became the honorable way for the strongest to prove themselves as fit leaders and warriors. The name Toruk-Jha originates from the words Toruus a’Jaha from the Torog language, meaning literally “the Way of Strength.” During the Age of Wars, Toruk-Jha became the staple hand to hand for the troops and proved extremely effective against their Elvish adversaries. Orcish commandos took Toruk-Jha to the next level, developing combination holds and death strike maneuvers. The style today is full of aggressive strength and leverage oriented holds, locks, throws and close in strikes.

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible.

Proficiency - Basic Vital Strike, Basic Hold, Basic Takedown

Basic Vital Strike - A short arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes 1d4 damage

Basic Hold - A simple strength-oriented hold (bearhug, full nelson, headlock, etc.) To establish the hold, the attacker must make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful Bend Bars roll to escape.

Basic Takedown - A simple takedown (trip, tackle, etc.) A successful hit by the attacker causes the victim to make a save vs Paralysis or be knocked to the ground losing any remaining attacks and however many actions it takes to recover the following round

Specialization - Choke Out, Aggressive Takedown, Knee Strike

Choke Out - To perform a choke out, the attacker must first establish a hold on the victim. Once established, the attacker may slip his arms into a position for locking the victim’s neck for a choke out. Victims must make a successful Bend Bars to escape, -5% per melee held. After three rounds, the victim must begin to save vs Stamina each round, with a cumulative -2 for each round after the 4th. The choke out causes no damage itself, but renders the victim unconscious for 2d4 melees

Aggressive Takedown - The attacker must have room for a charge of at least two hexes (12ft.) The effects are the same as a basic takedown, except the attack causes 1d4 damage in addition

Knee Strike - A basic knee strike, usually to the stomach, kidney or face. The attack causes 1d6 damage

Nikam’Pom Rogue Abilities

- *Alter Fate: Lesser:* A rogue with alter fate can immediately reroll a failed die roll, including such rolls as random encounter rolls, but more commonly saving throws and the like. This ability may be used once per day. Prerequisites: L3; LUK 13+
- *Acrobatic:* You are skilled at leaping, jumping, and climbing and get a +25% bonus on all related skill checks (tumbling, jumping, climbing, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: Tumbling Proficiency
- *Ambidextrous:* You are equally skilled with either side of your body, including writing, fighting, lock picking and any other feat of manual dexterity. Prerequisites: None
- *Defense Bonus:* The rogue’s quickness provides him with an additional +2 DEF/AC. Prerequisites: None
- *Evasion:* A rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion. Prerequisites: L3

- *Defensive Roll:* Once per day, when the rogue would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability,) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt or 20, whichever is lower.) If the save succeeds, she takes only half damage from the blow (minimum left with one HP); if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll. Prerequisites: Evasion
- *Swift Foot:* The rogue gains a +2 hex combat move enhancement to speed for 1 melee per level. Prerequisites: None
- *Major Magic:* A rogue with this talent gains the ability to cast either three 1st level spells, two 2nd level spells or one 3rd level spells from the generic wizard spell list. Each spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. Prerequisites: L5, minor magic rogue ability – Fireball 2/day

Fireball 2/day

Range	10 yards/level	Duration	Instant
Casting Time	3	AOE	20 foot radius sphere
Save	½ Damage (Reflex)	School	Evocation/Fire

Causes an explosive burst of flame which fills the area of effect and causes 1d6 points of damage/level to all creatures within the radius (maximum 10d6) In addition, all flammable items are ignited and all other items must save versus magical fire or be affected (DM's ruling). Targeting may be controlled and perfected by using his Fire Monkey to be the focus for the center of the blast, allowing Nikam to avoid unnecessary or unwanted collateral damage

Nikam'Pom Warrior Abilities

- *Dodge Lesser:* The warrior gains one free dodge attempt per melee at 1d6 +Balance bonus +BAB +1 per two warrior levels; Prerequisites: None

Nikam'Pom Wizard Abilities

- *Increased Hit Die:* Gain d8 for hp/level instead of d4
- *Extra Spell:* You are more attuned to magic and gain an extra spell per spell level. This does not provide additional mana and normal spell restrictions apply (DM) Prerequisites: None

Nikam'Pom Contacts (3)

Loh'Pak: An orcish legend from East Wood who along with Chadi, stopped the Chaos Storm, restored the one true orc god to power and has reluctantly taken the mantle of leadership for Clan Jo'Rak. He is a master of Toruk'Jha, a master of politics and gathering intel, as well as a master of observation, alertness and various physical skills as well. Loh'Pak was given information on Nikam'Pom from Chul and Kai'Lar and once they met, he has strived to mentor him in as many ways as possible, hoping to set Nikam'Pom and his "true Morgul blood" on a path that restores respect and inclusion to the orcs

Chul: Geomancer priest from Goreyo, key in Nik developing his geomancy skills in his own path. While a fairly short time was spent together, Chul and Nikam bonded very closely due to their geomancy affinity. And although Chul's approach is more faith based, Nikam's intuition based wizardry is not as far removed as one might seem. Virtually all of Nikam's geomancy related skills were fostered and developed with aid by Chul. Nikam feels as if Chul is part of his family, perhaps a grandfather or close uncle in general and they would both do most anything for each other if the need arises

Xob'Muag: Orc tribal official who has always had a soft spot for Nikam'Pom, he is a member of the multi-race tribunal with elven, dwarven, orcish and human members numbering seven in total

Nikam'Pom Enemies (4)

Kashtarhak, the Voice of Chaos – a preeminent Rakshasa Demon Lord, effectively a demi-god. Copperhead 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 Copperhead and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Copperhead's demise

Av'Nkos: A mountain, jungle peasant who was offended by Nikam'Pom and the group of hunters. He'd really like to get back at all of them, but especially Nik

Merchant Enemy: TBD

Military Enemy: TBD