

## Dark Ages Character Record

Name	Nalros	Race	Half-Elf (Drow)	Sex	Male	Age	55 yrs
Class	Warrior/Wizard	Origin	Duroeranzaan	Hair	Black	Height	5ft 8in
Level	5/6	Skin	Black	Eyes	Black	Weight	150lbs

<b>Strength</b>	<b>18</b>		<b>Intelligence</b>	<b>17</b>	
Muscle	20	+5/+5/+25%	Knowledge	16	+12PP/+3/+15%
Stamina	16	+3/+15%	Reason	18	+4/+20%
<b>Dexterity</b>	<b>19</b>		<b>Wisdom</b>	<b>12</b>	
Aim	18	+4/+20%	Intuition	8	-1/-5%
Balance	20	+5/+25%	Willpower	15	+2/+15%
<b>Constitution</b>	<b>17</b>		<b>Charisma</b>	<b>9</b>	
Fitness	18	+4/+20%	Appearance	10	
Health	16	+3+15%	Leadership	8	-1/-5%
<b>Perception</b>	<b>14</b>	+2/+10%	<b>Luck</b>	<b>9</b>	-5%

<b>Hit Points</b>	<b>38</b>	<b>Damage</b>	1d10/2 Warrior HD (min 8); 1d8/2 Wizard HD (min 5)
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<b>Normal AC</b>	17	<b>Flatfooted AC</b>	10	<b>AC Factors</b>	(HP min - max = 54 to 71)
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<b>Armor/AC Notes</b>	-2 DEF if not using both hands to fight	<b>VP</b>	1	<b>AP</b>	27
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<b>Saving Throws</b>	<b>Reflex</b> <b>+4</b>		<b>Fortitude</b> <b>+6</b>	+1 vs
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<b>Willpower</b>	<b>+5</b>	+1 vs Insanity	Save Notes	<b>+1 to a base save</b>
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## Combat Summary

<b>Combat Move</b>	10 hexes	<b>Non-Combat Move</b>	9 mph jog	<b>Full Day Move</b>	20 miles
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### Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Hak Fu Jow: Vital Strike	F	2/1	*d8	+15/+10	Fort sv or -2/-10% for target d4 melees
Hak Fu Jow: Joint Lock	F	1/1	NA	+14/+0	Opposed roll to establish lock
Hak Fu Jow: Muscle Grab	F	1/1	*d4	+14/+10	Needs ID Weakness roll
					* HTH Base damage increases noted
					Base Attack Bonus = <b>+5</b> (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	18		Modern Lang: Common	48		Etiquette: Eastern Empire ®	27	
Danger Sense ®	56		Modern Lang: Sindarin ®	51				
Detect Noise	36		Modern Lang: Drusunge Emakiel	53		Disguise: Drow Conceal	25	
Alertness ®	47							
Distance Determination: Atemi Strikes ®	59		Ancient Lang: Draconic	50		Tactics ®	23	
			Literacy: Common	44		Quickness	57	
Light Sleeping	45		Literacy: Sindarin ®	45		Move Silently	54	
			Literacy: Drusunge Emakiel ®	47		Hiding ®	21	
						Hide in Shadows ®	23	
						Tracking ®	18	
First Aid: Blood Magic ®	18		Lore: Alternate Magics: Blood Magic	46		Ambush ®	24	
			Lore: Ancient Runes: Draconian ®	43		Spellcraft ®	45	
			Lore: Circles: General ®	42		Combat Spellcasting ®	56	
Rope Use/Nets ®	64		Lore: Legends/Folklore: Draconic ®	48		Somatic Concealment ®	54	
			Lore: Wards/Sigils: Blood ®	41		Blind Fighting	12	
Fire Building/Control ®	57		Lore: Foci: Blood ®	51		Close Quarters Fighting	60	
						Identify Weakness: Atemi Points	60	
Anatomy: Humanoid Blood Flow ®	54							
Escape Artist: General ®	51		Meditation: Focus ®	40				
			Breath Control: Gong Fu ®	53				
Riding: Land Based: Horse ®	33							
Running: General ®	52		Streetwise: General ®	21				
Mountaineering ®	60		Heraldry: Eastern Empire ®	48		WOC: Hak Fu Jow		
Climbing ®	68					Weapon Focus: Median: Hak Fu Jow		
Survival: Underdark ®	27		Local History: Underdark: Duroeranzaan	52		Damage Focus: Median: Hak Fu Jow		
Survival: Wilderness ®	26		OK: Sarak's Imperial Forces	50		Improved Defense: Median		
Survival: Urban ®	24					SOC: Two Weapon Style HTH		
			AK: Underdark	51				
Swimming	61		AK: Isengrim	49		Unused Pts	9PP +6WP	

Full Name	Nalros Ta'ach'banath	Guild/Order/Sect	Mages of the Black Cauldron
Aliases/Nicknames	<i>Eleven</i> /Son of the Dragon	Clan/Racial Specifics	Half-Grugach/Half-Drow
Liege/Patron/Deity	Grand Duke Sarak	Birthdate	
Experience Points	Warrior <b>9,600 xp</b> <i>(Next - 11000)</i>	Wizard <b>13,800 xp</b> <i>(Next - 17500)</i>	
Physical Description		Personality/Demeanor	
<p>Young looking with dark, ashen skin, Nalros' bearing is very much like the Drow and yet not Drow at all. His hair is near black in color and very much like the Grugach texture of hair. His eyes are nearly a black color as well, none of which follows the usual Drow coloring. His muscular structure consists of long banded muscle that is very much like his Grugach ancestors. Fused to his sternum and visible is a yin yang sort of symbol which houses the spirits of Meng Te and Fang Dai</p>		<p>When young, Nalros was determined to leave the matriarchal society of the Drow and find his way to the surface. This is a testament to his unshakeable strength of will. He is also willing to try things that are very dangerous in order to gain power. This has been exemplified throughout his young life and continues as his understanding of the ways of blood magic grow. Persistently his mind is under attack by both the spirit of the ancient kung fu master seeking to turn him away from evil and the somewhat psychotic spirit of Feng Dai and his never ending search for immortality</p>	
Brief Personal History			
<p>A child of female drow who forcibly raped a Grugach elf and returned to the Underdark, Nalros was born and entered into a heavily female dominated society. From an early age he looked for escapes from these domineering women, first in books, finding interesting discoveries and learning the Draconic language untaught. Here he discovered the power of the ancient dragons and sought it, but it could not happen in the dark world he was born in. He began to learn ways of stealth and following those who made trips to the surface world and at a very tender age of 40 (roughly 7 or 8 human equivalent) escaped to the surface. There he made his way to the great city of Morgana, surviving along the way until he encountered an agent of the Empire who saw his untapped potential. Offered a chance to gain power with a chance of death, he jumped at the opportunity, becoming the eleventh attempt to join two ancient souls with a creature to gain their power and put it into service for Grand Duke Sarak. Nalros was successful and although still quite young, he wields the power of two ancient foes. One a gong fu master and another an ancient blood mage and every step of the way, Eleven seeks more power</p>			
Family/Relatives		Friends/Allies	
tbd	Lanzo Congemi - Acrobat & circus performer		
Race/Class Special Abilities & Powers		Miscellaneous Notes	
Drow Elf Racial Abilities	Mana    Blood Pool <b>11</b>		Base Armor Type
Magic Resist: Minor (+2 vs spells)	General Pool <b>17</b>		Piece/Modifier
Nightvision (300 feet)	After 1hr settling regain <b>3</b> mana/hr		Piece/Modifier
Less Sleep (only 4 hrs needed for full rest)			Piece/Modifier
Minor Resistance (40% immunity to charm)	Blood Points <b>12</b>		Piece/Modifier
Ambidexterity (no offhand penalties)			Defensive Modifiers/Notes
Warrior Abilities	+½ Warrior Slot		
HTH Training (damages increase 1 die level)			
Combat Reflexes (-4 initia & individual initia)	+1 Any Class Ability Slot		
Defense Bonus (+2 DEF)			
Bleeding Attack 3/day (cause opp to bleed)			Equipment/Magic Items
Two Weapon Defense - +2 DEF			
Wizard Abilities			
One Handed Spellcasting			
Increased Hit Die (d8 instead of d4)			
Blood Magic	5cp remaining from 2nd level choices		
Attune with Dark Blood at will			
Dark Blood: Empower Weapon	Monthly Upkeep = 0 SC (food/drink/ent)		
Dark Blood: Regenerate: Lesser	Money/Valuables		
Dark Blood: Quicken	100 SD (1 SD = appx \$60 US)		
	Monthly Income - 30 Silver Ducats (\$1800)		

## Nalros Items

**Heirotsta Necklace:** a medium thickness gold chain with near microscopic engravings (cannot be seen without some keen sight and being within two feet) to identify as part of the Imperial Death Squad. The chain simply has a 4 POW reserve that can be used for any wizard or priest spells

### True Strike: Lesser x2

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

## Nalros Info

### Mages of the Black Caldron (Blood/Primal Ooze Magic)

It is unknown when the Mages of the Black Caldron truly came into existence as an organized guild, but it is known that it reached a height of power previously unknown around the start of the New Kingdoms era. Under the guidance of Mazruk, the Blood Mage of Blackbog, the group of dark mages have branched in various directions under the protection of the Eastern Empire. The mages tap various aspects of primal ooze and blood, both of which are viscous materials with innate mana presences, to manipulate, control and empower themselves and allies

*Weapon and Armor Restrictions:* Small bladed weapons and light, non-metal armor only

*Ethos:* Wielders of the elemental blood and primal ooze keep secrets of their magic remains well guarded

*Echelon of Power:* The current arch-mage is Marzuk, the Blood Mage of Blackbog

*Locations:* There are two guild locations in Agonfost and Isengrim

*Clothing:* There are no official restrictions, but heavy use of black is predominate

*Guild Member Restrictions:* None beyond a desire to tap into the black blood

### Blood Magic (Blood Sorcery)

Blood magic is one of the primary offshoots of primal ooze magic connected directly with the blood of living beings. As all living creatures effectively have at least a small amount of passive mana associated with their soul, this magic taps into that natural source and utilizes it as both a power source and a target for magical effects. There are few true masters of this school and nearly all are directly associated with the Eastern Empire. Protoges being taught this line of power are methodically selected, conditioned and trained to ensure secrets are not leaked to those who might undermine its power

*Admittance to the School:* To gain entrance to the line, a prospective student must be hand selected by an existing master. The prospect must show considerable logic and fortitude

*Ability Requirements:* Must meet all admittance requirements and must additionally have a minimum Constitution of 14 and minimum Reason of 14

*Oppositional Spheres:* Abjuration and Divination

## Nalros Spells

### 1<sup>st</sup> Level Spells (16 of 16 maximum)

#### Acidic Blood

Range	Touch	Duration	Special
Casting Time	1	AOE	Bleeding Target
Save	Half Damage (Fort)	School	Summoning/Elemental Blood

Transforms the blood of the affected creature into a corrosive acid. The acidic blood causes an additional d6 +1 point of damage/2 levels to the target

#### Awakening Blood

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Caster
Save	None	School	Elemental Blood

Allows the mage to empower his blood to remove fatigue and resist sleep. The mage gains a +1/+5% to any alertness related tasks or skills and is also immune to any minor sphere sleep or fatigue related magic for the duration (DM). The spell cannot be cast in succession for more than 1 day/level

#### Blood Healing

Range	0	Duration	Permanent
Casting Time	1	AOE	Caster
Save	None	School	Elemental Blood

Allows the mage to regenerate blood within his own body and heal wounds. Each casting restores 2d4 hit points up to the normal maximum

## Bloody Flyer

Range	0	Duration	1 round/level
Casting Time	1	AOE	Caster
Save	None	School	Transmutation

Summons a bloody membrane under the caster's arms similar to a bat, extending to his feet allowing him to glide from a height. Movement rate is 20 mph and the caster can glide up to 5 feet horizontally for each vertical foot of the takeoff point. The caster may carry up to his maximum weight allowance along with him, more than this causes the spell to fail on takeoff

## Chill Touch

Range	Touch	Duration	1 melee/level
Casting Time	1	AOE	Caster
Save	Negates (Fort)	School	Necromancy

Allows the caster to touch any living creature and cause 1d4 points of damage and temporarily drain one point of Strength (those without a strength score accumulate a -1 to hit and damage for every other successful touch.) Undead touched take no damage, but will flee (as if turned) for 1d4 + 1 round/level

## Deactivate

Range	Touch/0	Duration	1 round/level
Casting Time	1	AOE	One magic element
Save	Opposed	School	Elemental Blood

Allows the mage to expend one blood point to suppress magic of an item, ward, sigil, rune, etc. for the duration. Expenditure of the blood point provides a 1d6x5% bonus to the "dispel" attempt and if successful the magical nature will be temporarily deactivated. Certain magic is activated by touch and in these cases the "0" range accounts for passing a hand over the area or object very closely

## Exsanguinate

Range	10 feet/level	Duration	1 melee/level
Casting Time	1	AOE	Caster
Save	Fort (½ damage)	School	Elemental Blood

Allows the mage to forcibly draw out blood from his target causing blood to pour from its eyes, ears, nose and mouth causing 1d6 damage unless a Fort save is made. If the save is made the target takes only half damage and its vision, hearing or other senses are not crippled. If the save is failed, another d6 damage happens the following melee and vision and all other senses take a -2/-10% penalty to any checks. If the blood mage does not maintain concentration or is suitably disrupted (DM) the melee by melee damage ceases. Otherwise it continues for the full duration or until a successful save is made

## Feelers

Range	10 yards/level	Duration	1 hour + 1 turn/level
Casting Time	1	AOE	Special
Save	None	School	Elemental Blood

Summons a small, roughly one and a half foot diameter floating, spherical mass of blood with "blood tentacles" that can extend up to 3 feet in any direction. The tentacles are not strong and cannot lift objects, however they are extremely sensitive and can comb and area for secret and concealed doors, as well as traps. Such things have a base 50% chance of discovery adjusted by skill use and how powerful the masking is (DM). The feelers are completely immune to physical damage, but are easily destroyed by 4HP or more of magical damage

## Fist of Stone

Range	0	Duration	1 round/level
Casting Time	1	AOE	Caster's hand
Save	None	School	Transmutation/Earth

Transforms one of the caster's hands into flexible stone which can function normally. The hand has an effective muscle of 20 for the duration and punches do 1d6 + 6 damage

## Floating Disc

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Abjuration/Evocation

Summons a slightly concave disc of force, three feet in diameter which floats approximately three feet off the ground at all times. It can support up to 100 lbs/level and moves at a max rate of 10 mph or 1 hex/6 segs. It must remain within the specified range of the caster or it winks out of existence

## Forceful Nudge

Range	10 feet/level	Duration	1 melee/level
Casting Time	1	AOE	One object
Save	None	School	Evocation

Uses an invisible force to send an object of up to 1lb/level flying 5 feet/level in a direction chosen by the caster. The spell is ineffective against any object in the possession of a living being or any object that is effectively "nailed down." This hurling of the object will generally do about 1d6 damage to anyone actually struck (requires to hit roll) but will generally break fragile and semi-fragile items (DM) A new object can be hurled each melee as desired

## 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

## Slippery Blood

Range	10 feet/level	Duration	1 round/level
Casting Time	1	AOE	10 foot x 10 foot square
Save	Special	School	Summoning (Conjuration)/Blood

Covers a surface with a very slippery blood coating, works on ground, weapons, ladders, etc. Requires a save each melee not to slip, lose grip, etc. while in contact with the blood, this spell is identical to the grease for effect

## 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

## Summon Blood

Range	10 yards/level	Duration	Permanent
Casting Time	1 round	AOE	4 gallons/level
Save	None	School	Summoning (Conjuration)/Blood

Summons up to 4 gallons/level of blood with a single casting. The blood is clean, non-diseased and viable for many uses but cannot be created within a creature

## Taunt

Range	10 yards/level	Duration	1 melee/level
Casting Time	1	AOE	One creature
Save	Negates (Will)	School	Enchantment (Charm)

Allows the caster to taunt intelligent creatures within the AOE into rushing forth in battle raging fury. The caster need not speak the language of the enemy but the presence of any visible barrier between the caster and victims negates the spell. Otherwise, the affected creatures rush forth and attack the caster in hand to hand (rather than missile weapons or spells)

## 2<sup>nd</sup> Level Spells (14 of 16; 2 new)

### Alter Self

Range	0	Duration	1 turn/level
Casting Time	2	AOE	Caster
Save	None	School	Transmutation

Allows the caster to alter his appearance and form to any generally man-shaped, bipedal creature including size/mass alteration of up to 50%. Wings and gills are possible and function normally, however, special attacks, armor class, saving throws, etc. cannot be gained. Keep in mind that without appropriate skills (Disguise, Anatomy, etc.) skilled observers may detect flaws in the form

### Bind

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	One rope or line
Save	None	School	Enchantment

Controls up to 20 feet/level of normal size rope or other line (larger and smaller sizes will be adjusted by DM) The line may be commanded to Coil, Coil & Knot, Loop, Loop & Knot, Tie & Knot and the reverse of the previous as well. It can also be commanded to entangle any object or creature within 1 foot of it (targets get a save vs spell to dodge)

### Bloodspray

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	5 foot/level radius
Save	None	School	Summoning (Conjuration)/Elemental Blood

Fills the area with a mist of blood that sticks to all invisible objects and creatures within making them visible

### Bloody Tentacle

Range	10 yards +10 yards/level	Duration	3 melees +1 melee/level
Casting Time	2	AOE	One creature
Save	Special (Reflex)	School	Elemental Blood

Summons a tentacle of bloody ooze which seeps up from the ground under the intended target. The target must save or be grabbed (target is -2 AC, attack and save and cannot move out of the hex/square); the tentacle has AC 5 and double the casters HP. If the target saves, the tentacle sinks back into the ground, however, there is a 5%/level chance that the tentacle attacks again each round (provided the target is still in range)

### Hands of Blood

Range	0	Duration	3 turns/level
Casting Time	2	AOE	90 yard radius
Save	None	School	Elemental Blood

Summons a tentacle globe like the Feelers spell, but slightly stronger and can function as an Unseen Servant in all respects. In addition, the tentacles can be used to perform any non-weapon proficiencies that the caster has (those requiring hands, such as painting) and can carry up to 50 lbs. Like the Feelers, the globe is immune to physical attack, but is destroyed by 6 points of magical damage

### Insatiable Thirst

Range	5 yards/level	Duration	1 melee/level
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Transmutation (Alteration)/Enchantment (Charm)/Water

Afflicts the victim with a magically unquenchable thirst. The creature spends the duration drinking or looking for drink (if none available, will attack creatures with potable liquid.) The affected creature will not knowingly drink poisonous liquids

## Irritation

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	Creatures in a 15 foot radius
Save	Negates (Fort)	School	Transmutation (Alteration)

Inflicts the 1 to 4 creatures with a burning and itching sensation which they must itch the first round of effect (this disrupts spell casters.) If they do not begin scratching the affected areas, the creature begins burning and itching so violently that it's AC is lowered by 4 and attacks are at -2 for the next three rounds. If cast at one target, the save is at -3, if 2 or 3 targets, the save is at -1, otherwise the save is normal

## Knock

Range	10 yards/level	Duration	Permanent
Casting Time	1	AOE	2 foot/level square area
Save	None	School	Evocation

Permanently opens or undoes any form of lock, weld, nail, latch, etc. within the AOE. Affects all such mechanisms within the area. Versus magically sealed versions, Knock does not open or harm the device, it simply negates the function of the magic for one turn (15 min)

## Levitate

Range	15 yards/level	Duration	1 turn/level
Casting Time	2	AOE	One creature or object
Save	Negates (Fort)	School	Evocation/Air

Allows the caster to move the target vertically up or down at will at a rate of 1 hex per melee. The caster may affect up to 100 lbs/level in weight and the spell does not require concentration except while altering heights

## Shatter

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	3 ft radius
Save	Negates (Fort)	School	Evocation/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)

## Silencing Blood

Range	40 yards	Duration	2 rounds/level
Casting Time	2	AOE	One creature
Save	Negates (Reflex)	School	Elemental Blood

Allows the caster to hurl a small glob of blood/primal ooze at a target. If the save is failed, the ooze hits and spreads over the mouth of the target and locks on with blood tentacles (a la Alien), silencing the creature for the duration. The ooze can be destroyed by 6 points of magical damage or a Dispel Magic but is immune to non-magical damage

## Strength

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

Increases the strength of a creature or gives a +1 to hit and damage bonus to creatures who have no strength attribute. It affects wizards (including battle mage) with +1d4 STR, rogues and priests (including battle priests) with +1d6 STR and all warrior classes with +1d8 STR for the duration. The maximum strength attainable with the spell is 20 (with sub-abilities affected appropriately)

## 3<sup>rd</sup> Level Spells (12 of 16; 3 new)

### Dire Charm

Range	10 yards/level	Duration	2 melees/level
Casting Time	3	AOE	One Creature
Save	Negates (Will)	School	Enchantment (Charm)

Causes the target creature to suddenly be overcome with bloodlust causing them to lash out and attack the nearest person, friend and foe alike for the duration of the spell. The charmed individual will not attack the caster and will gain a new saving throw if the spell forces them to fight something or someone far more powerful than them (DM)

### Bloodform

Range	Self	Duration	2 rounds/level
Casting Time	1	AOE	Caster
Save	None	School	Elemental Blood

Transforms the caster and all his gear into primordial blood. This form can only be hit by +1 or better weapons and can flow through cracks, under doors, etc. The caster can touch prime material objects and move them, but cannot cause damage. The form moves at ¼ the caster's normal movement and the caster can end the spell at any time

### Blood Armor

Range	Touch	Duration	1 turn/level
Casting Time	3	AOE	One Creature
Save	None	School	Elemental Blood/Abjuration/Summoning (Conjuration)

Creates a carapace of hardened blood upon the wearer crafted from one of their own hit points. The armor is perfectly fitted and does not impede movement in any way, providing a base DEF 18 (+8 DEF; but does not combine with other armors). The armor is weightless and does not make any noise

## Blood Double

Range	Touch	Duration	Until Triggered
Casting Time	3	AOE	One mass of exposed blood
Save	Negates	School	Elemental Blood

Enchants a pool, container or similar mass of blood to be able to form into a mimic of the first creature which reflects its image in it (if several happen simultaneously, DM will determine the one affected randomly.) When formed, the double will have the same hit points and BAB as the creature duplicated, double the movement rate and an DEF of 14. It can flow under doors and through cracks and will attempt to touch the creature it has just mimicked. If it successfully touches, it covers the target with itself and attempts to force its way into the target's body. If the target saves, the double reverts to normal blood, simply covering the victim in filth. If the save fails, the double causes 1d8 per round until destroyed. Most attacks against the double inflict equal damage to the victim as well (DM)

## Blood for Blood

Range	0	Duration	1 round/level
Casting Time	3	AOE	Self and allies within 25 feet
Save	None	School	Elemental Blood/Abjuration

Causes the blood mage and his allies to heal in combat when they strike with a critical strike. Any successful critical hit by the caster or his allies heals them for ½ of the damage caused by the critical strike

## Blood Pugilist

Range	10 yards/level	Duration	1 melee/level
Casting Time	3	AOE	5 foot/level radius
Save	None	School	Summoning (Conjuration)/Elemental Blood

Conjures a man shaped mass of blood that can be directed to attack creatures in the AOE for the duration. The Pugilist fights with a hand to hand style familiar to the caster (either observed or with an HTH proficiency) with the equivalent of 18 STR (+4/+4) and as a warrior of ½ the caster's level. The Pugilist has an DEF of 16 and 3 hp/caster level and is dispelled when damage exceeds that total

## Dragon's Sigil: Lesser

Range	Touch	Duration	Special
Casting Time	3	AOE	One sigil
Save	None	School	Enchantment/Abjuration

Adds a magic sigil of a dragon to any written work, when read it activates the tiny dragon which animates and strikes the nearest living creature of up to 5 HD (not the caster,) attacking as a warrior of equal HD of the caster. If the strike is successful, the target is immobilized in a shimmering, blood red field of force. The victim remains frozen until released, a Dispel is successful or 1 day/caster level has passed. If the strike fails, the dragon vanishes in a puff of bloody smoke which fills a 10 foot radius for one round obscuring all vision and leaving a blood-like film

## 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

## Infravision

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	Creature touched
Save	None	School	Transmutation (Alteration)/Divination

Imbues the recipient creatures with 60 foot infrared vision for the duration, providing thermal images of everything in range

## Nalros Powers

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

#### Attune with Dark Blood at will

Range	0	Duration	Special
Casting Time	1	AOE	the Blood Mage
Save	None	Sphere	Blood

Allows the blood mage to attune with "dark blood" which is similar to chi but associated directly with the blood of the mage. This attuning develops a blood pool similar to vampires and other supernatural beings at a base 2BP/level. BP can be absorbed at 1 BP per hour of rest but is higher in areas very devoid of life (DM) or impossible to absorb in very life-filled areas (DM). As long as the mage has 1 BP of Dark Blood in his pool, he cannot be detected by supernatural beings, nor targeted for passive draining by such beings (DM)

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

#### Dark Blood: Empower Weapon

Range	0	Duration	1 melee/level
Casting Time	1	AOE	Caster's weapon
Save	None	Sphere	Blood

Allows the blood mage to expend one or more blood points to coat his weapon (or his hands) in blood which effectively empowers the weapon to be magical for the purposes of striking supernatural creatures. One BP = +1 weapon equivalent, two BP = +2, etc. (DM) the bonus does not apply to "to hit" rolls or damage, but only to the ability to affect creatures normally immune



### Dark Blood: Regenerate: Lesser

Range	0	Duration	1 hour/level
Casting Time	1	AOE	Self
Save	None	Sphere	Blood

Allows the blood mage to expend two blood points to initiate a regeneration effect that recovers 2HP/hour and can regenerate minor damage (i.e. – a lost finger, ear, nose, etc.; DM)

### Dark Blood: Quicken

Range	0	Duration	1 hour/level
Casting Time	1	AOE	Self
Save	None	Sphere	Blood

Allows the blood mage to expend two blood points to effectively double non-combat movement speed. Additionally, in combat, the caster gains +50% movement and is afforded a +2 DEF for heightened reflexes. This power has no effect on attacks

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

### Dark Blood: Internal Rupture

Range	Touch	Duration	Instant
Casting Time	1	AOE	Creature touched
Save	Fort (½ damage)	Sphere	Blood

Allows the blood mage to expend four blood points to prepare an attack that will cause a rupture to the creature's soul. Upon a successful strike, the strike will cause its normal physical damage as well as causing an internal rupture for a d6 +1 additional point per level to the creature's soul. Soul damage can only be healed naturally except via certain special exceptions, normal healing magic has no effect (DM). Additionally, soul damage generally heals at only 1 point per day unless the creature has unique abilities (DM)

### Dark Blood: Attunement Disruption

Range	Touch	Duration	1 day/level
Casting Time	1	AOE	Creature touched
Save	Fort (Negates)	Sphere	Blood

Allows the blood mage to expend three blood points to prepare an attack that will interrupt the flow of various metaphysical connections to the universe. For spellcasters, this will disrupt the ability to regenerate mana and theurgy (unless a god overrides in the case of a priest). For beings who regenerate other similar things such as blood points, this ability will also be disrupted and finally, special abilities will also generally be disrupted from recharging (DM)



### Meng Te

A gong fu master like few others but fell to the power of Arch Duke Sarak's vampiric blood magic. His soul captured and fused with Nalros in a fashion that he slowly learns more from the ancient master's spirit while absorbing it bit by bit. Of course, Meng Te continues to discuss things with Nalros, seeking to break the evil and turn him to the light side through much misguided hope. Nevertheless, he continues and also provides interesting insights.

### Fang Dai

An evil sorcerer from Xia Xuan and in service to Grand Duke Sarak, he fell fighting against the master of Hok Fu Jow, Meng Te. Sarak captured his soul along with the gong fu master and had them forged into a yin and yang magic item to be fused with a willing being. Fang Dai is a bit crazy and still focused on his ancient quest to marry a girl with green eyes so he could sacrifice her and gain immortality. He often tries to lead Nalros down the darker path of slightly crazy evil and missions to find girls with green eyes.





## Hak Fu Jow (*Claws of the Black Tiger; Martial Arts HTH*)

A personally developed version of Gong Fu from the mountain province of Xia'Xuan. Meng Te was a master of his own Hak Fu Jow until he was defeated by Arch Duke Sarak's blood magic. As such there are few, if any who know this style due to Te not fully taking on students. Hak Fu Jow is a martial art focusing on joint catches, locks and holds coupled with some blood flow/body meridian techniques.

### 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. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

#### Proficiency – Basic Joint Lock, Basic Muscle Grab, Basic Vitals Claw

*Basic Joint Lock* - A simple hand, foot, arm, leg or neck lock. The attacker must make a successful attack followed by an opposed Aim vs Balance roll. If successful, the victim's appendage is immobilized. The victim must make a successful muscle roll at DC 20 to escape the lock or if he has a 14+ muscle stat may optionally break his own appendage to escape

*Basic Muscle Grab* – A basic grab of of large muscle mass (bicep, chest, quad, glute, etc.) that requires a successful attack followed by a successful Identify Weakness roll. Success causes a base d2 (d4 for Nalros) damage and additionally restricts movement of the related appendage (DM) potentially eliminating the ability to use certain weapons, run away, etc.

*Basic Vitals Claw* – A claw strike to a vital area causes a base d6 (d8 for Nalros) damage and causes the target to make a Fort save (base DC 12) or they will be at -2/-10% to most attacks, skills and actions (DM) for 1d4 melees

#### Specialization – Painful Joint Lock, Basic Paralytic Claw Strike, Basic Meridian Strike

*Painful Joint Lock* – The next level of joint lock applies pain to the lock and assumes a basic joint lock has already been successful. The lock may cause damage if the Hak Fu master wishes at a base d4, but regardless the pain is exceptional and unless in the possession of the Resist Pain skill will be wracked with pain and unable to focus on anything but attempting to escape (if possible). Additionally, this pain will add +50% to any intimidation related rolls (DM)

*Basic Paralytic Claw Strike* – The most basic of the claw strikes to nerve clusters of opponents requires a successful Identify Weakness roll followed by a successful called shot (-4 to hit). Success renders the most appropriate cluster numb for 1d4 melee rounds to varying effects on mobility/use (DM). Three successful strikes to the same cluster results in complete paralysis to the area for 3d6 hours (DM)

*Basic Meridian Strike* – Generally a finger tip or knuckle strike to a prime meridian (generally the forehead or sternum) that temporarily disrupts the flow of chi. A successful hit blocks the drawing of any kind of chi for 1d4 days unless the blockage is removed by healing chi (DM)

#### WOC – Combination Joint and Tissue Lock, Developed Meridian Strike, **Advanced Paralytic Claw Strike**

*Combination Joint and Tissue Lock* – Attacker must first score a basic joint lock, then make a successful Anatomy and Identify Weakness roll. If successful, the Hak Fu master may make a new called shot (-4) roll to hit and “move” tissues” to hold the joint in the lock, allowing them to release their hold and continue attacking. The victim may only work to remove this if they have appropriate skills (DM) or may alternately force to rip muscle, tendon, etc. causing 2d4 internal damage and potentially long term damage to the appendage in question (DM)

*Developed Meridian Strike* – The follow up strike to a basic meridian strike, this attack will only function properly after a successful Basic Meridian Strike has been made to disrupt the target's chi. A second strike at -6 to hit must be made to establish a flow of negative chi. This immediately causes 2d6 damage (Fort save for half) and if the save is failed, causes a sickness to begin with the target (DM). This can generally only be healed by magical healing, with some special healing methods being exceptions (DM)

**Advanced Paralytic Claw Strike** – The next

## Nalros Warrior Abilities

- *Hand to Hand Training*: Your unarmed attacks are more effective than others and cause one higher die for damage (i.e. – d4 becomes d6) Prerequisites: Specialization in a HTH form
- *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+
- *Two Weapon Defense*: You gain the equivalent of a shield bonus when dual wielding weapons (+2 DEF) Prerequisites: DEX 12+ (does not function if Nalros is casting magic with his off hand, but in full combat mode, both hands = two weapons)

## Nalros Wizard Abilities

- *One Handed Spell Casting*: You have learned how to actuate spells with one hand (normally spell casting requires both hands free) leaving your alternate hand available for off hand uses including one handed weapons
- *Increased Hit Die*: Gain d8 for hp/level instead of d4

## Nalros Contacts (3)

**Lanzo Congemi:** An acrobat and circus performer, Nalros encountered Lanzo on the outskirts of Morgana. While Nalros was exceptionally hesitant to speak to the man, Lanzo quickly helped Nalros cover up and let him know of the racial stigma of Drow in most places and the need to not obviously show himself. Lanzo has excellent balance and knows his way around makeup for his circus acts. He helped Nalros learn how to disguise himself and learn tactics to keep him away from prying eyes as well as practicing some of his circus arts. Nalros was a natural for the climbing and other athletic skills and was considering potentially joining the circus until he was met by the agent of the Empire and shifted his course entirely. Lanzo still thinks of Nalros as a little brother and would be happy to help him at any time

**Xxx:** Merchant

**Xxx:** Racial

## Nalros Enemies (5)

**Dru'Matha Duskbrand:** A high priestess of Lolth in Duroeranzaan and the '*Shadowmother*' of Nalros, Dru'Matha was not happy to find out that Nalros snuck off and escaped the Underdark on his own. Unbeknownst to Nalros, Dru'Matha was behind his mother's rape of a male Grugach with the intent to become pregnant so that her offspring could be used as a tool of Lolth. Nalros' genetic make up turned out to be specially unique through some magical manipulation and combined with luck that had proven unsuccessful in several previous attempts. Interestingly, this genetic code may have actually been part of what allowed Lord Sarak's plans to work on Nalros, but Dru'Matha wants to capture Nalros and force him back into the service of Lolth

**Dro'Karan Shadowblade:** An assassin in the employ of the Golden Wolves of Morgana, Dro'Karan was employed by Drow enemies of the high priestess of Lolth to hunt down Nalros and assassinate him to prevent her servants from capturing him and bringing him back alive to be part of her plans for empowering Drow servants of Lolth through ritual magic that requires his mixed surface and dark elf blood. Nalros is currently unaware of this hunter, but during his brief stay in Morgana he felt as if he was being watched. However, being spirited away by servants of the Eastern Empire disrupted any early assassination attempts. Dro'Karan is quite capable and is hunting Nalros currently

**Xxx:** Peasant

**Xxx:** Military

**Xxx:** Tradesman