

## Dark Ages Character Record

Name	Onos	Race	Seynorian	Sex	Male	Age	1636 yrs
Class	Warrior/Priest	Origin	Isengard	Hair	Black	Height	5' 9"
Level	7/5	Skin	Scarred	Eyes	Grey	Weight	195 lbs

<b>Strength</b>	<b>15</b>		<b>Intelligence</b>	<b>13</b>	
Muscle	16	+3/+3/+15%	Knowledge	14	+8PP/+2/+10%
Stamina	15	+2/+15%	Reason	12	+1/+5%
<b>Dexterity</b>	<b>13</b>		<b>Wisdom</b>	<b>16</b>	
Aim	11	+5%	Intuition	14	+2/+10%
Balance	15	+2/+15%	Willpower	19	+4/+25%
<b>Constitution</b>	<b>18</b>		<b>Charisma</b>	<b>12</b>	
Fitness	17	+3/+20%	Appearance	10	
Health	19	+4/+25%	Leadership	14	+2/+10%
<b>Perception</b>	<b>13</b>	+1/+10%	<b>Luck</b>	<b>13</b>	+1/+10%

<b>Hit Points</b>	<b>85</b>	<b>Damage</b>	d12/warrior lvl (min 10 per die) d8/priest lvl (min 6 per die)
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<b>Normal AC</b>	17	<b>Flatfooted AC</b>	15	<b>AC Factors</b>	(HP min - max = 82 to 94)
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<b>Armor/AC Notes</b>	<b>VP</b>	1	<b>AP</b>	32
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<b>Saving Throws</b>	<b>Reflex</b>	<b>+3</b>		<b>Fortitude</b>	<b>+6</b>	+1 vs Polymorphic Magic
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<b>Willpower</b> +5		Save Notes	Fearless
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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/day
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<b>Special Movement/Notes</b>	Partial Plate specialization negates movement penalties
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Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
HQ - Fauchard	VS	2/1	d10	+16/+10	1 hex reach
Basic Jab	0	3/2	d4	+12/+5	+1d6 spike damage
Front Kick	F	1/1	d4	+10/+5	Reflex sv or knocked back d2 hexes
Garrote	F	1/1	d4	+10/+3	Can behead if held and not broken for 4 consecutive melees
					Base Attack Bonus = +7 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation ®	63		Ancient Lang: Estron	40		Intimidation	50	
Light Sleeping	54		Modern Lang: Common	42		Interrogation	39	
Detect Noise	42					Etiquette: Eastern Empire ®	36	
Alertness	48		Literacy: Estron	39		Etiquette: Great Army ®	39	
Danger Sense	55		Literacy: Common	36		Detect Lies ®	39	
Direction Sense ®	40					Disguise: Scar Conceal ®	42	
Distance Det: Thrown Weapon ®	35					Cryptography ®	33	
			Engineering: Great Army Corps	29		Move Silently	50	
Navigation	38		Geology: General	57		Hide in Shadows ®	40	
Cartography ®	62					Resist Pain	51	
			Lore: Alternate Magics: Severed Head	24		Tactics: Infantry	51	
Anatomy: Human: Self	38		Lore: Ancient Runes: General ®	26		Display Weapon Prowess: Polearm	38	
			Lore: Ancient Runes: Isengardi ®	26		<b>Close Quarters Fighting</b>	15	
			Lore: Legends/Folklore: Pre-Holocaust	40		Armoring: General	31	
Fire Building/Control ®	39		Lore: Undead: Flesh Golem ®	38		Identify Weakness: Beheading	34	
			Lore: Foci: Severed Head	27		Identify Weakness ®	36	
						Artillery/War Machines: General ®	39	
			Spellcraft ®	27		Ambush	44	
Rope Use/Nets: General ®	47		Meditation ®	51		Weapon Class Fam: Broad Group: Polearm		
						Proficiency: Tight Group: Poleblade		
Trade Skill: Quill Making	42					WOC: Fauchard		
Metalsmith: Nibs ®	40		Heraldry: Eastern Empire ®	43		Weapon Focus: Median: Fauchard		
			Heraldry: Ancient Religious/Military ®	46		Damage Focus: Median: Fauchard		
						Proficiency: Garrote		
			Religion: Laurana ®	45		Specialization: Dimecaru		
Endurance	45		Religion: Thanatar ®	44				
						Shield Proficiency: Large		
Riding: Land Based: Horse ®	57		Ancient History: Sunken Sea Region	39		Specialization: Armor: Partial Plate		
			OK: Great Army: Laurana	45				
Survival: Desert ®	44		OK: Thanatari Priesthood ®	42		SOC: Two Handed Style		
Climbing ®	45		AK: Isengard	44		Proficiency: Weapon & Shield Style		
Swimming	48		AK: State of Lor'Aserion	46		<b>Unused Pts</b>	<b>8PP +6WP</b>	

Full Name		Onos Munug	Guild/Order/Sect	the Doomed
Aliases/Nicknames			Clan/Racial Specifics	Seynorian engineered human
Liege/Patron/Deity		Thanatar, the Severed God (body)	Birthdate	
Experience Points		Warrior <b>14,000 xp</b> <i>(Next - 17000)</i>	Priest	<b>10,300 xp</b> <i>(Next - 13750)</i>
Physical Description		Personality/Demeanor		
Despite having remembered himself as reasonably attractive in the past, Onos is now quite ugly, having been reassembled from a few of his own body parts as well as many other parts from various now deceased human beings. He is rather good at covering up his more major scars and does not immediately come across as a undead being.		Ever the obedient soldier, Onos is committed to serving in various ways and capacities. His mind is sometimes distracted as his reanimated self is not fully complete and thus sometimes memories and other bits of ancient information are lost or take time to recover. However, the level of his commitment is never in question; whether to Grand Duke Sarak or now, Aewynn		
Brief Personal History				
Onos was born in Isengard in 383 AH and trained as a shock trooper for the infantry. After nearly falling in battle at a young age, he was inducted into a secret order of worshippers of Thanatar operating within subversive cells of the Great Army. As a "mortal sword" of his deity, he infiltrated a military order in service to Laurana, Sister of Blades who was actively seeking to destroy Thanatar. In his attempts to thwart their final assault, Onos was discovered and ritually drawn and quartered. However, the "parts" did not completely perish as predicted and Laurana hoped. So they sent his physical parts scattered to the wind and bound his soul in a phylactery. Centuries later, servants of the Eastern Empire discovered the soul in a forgotten ruin of Isengard. Through various divination means a few of his physical pieces were found and he was reassembled by servants of Lord Sarak and reanimated. In this reanimated form, Onos is vaguely aware of his missing body parts and due to this lack of "wholeness" is not fully as bad ass a fighter as he was centuries ago. Occasionally ancient memories are able to surface and remind him of things long since passed				
Family/Relatives		Friends/Allies		Enemies/Rivals
Unknown		Jachi - Imperial Reanimator		Caturix - Goblin Earth Mage
Race/Class Special Abilities & Powers		Miscellaneous Notes		Armor/Defensive Summary
<b>Seynorian Racial Abilities</b>		Theurgy <b>19</b>		Base Armor Type Partial Plate Mail
Polearm Bonus (+1 to hit w/polearms)				Piece/Modifier
Immunity to Fear		After 1hr settling regain 3 theurgy/hr		Piece/Modifier
Hit Point Bonus (+1 hp/level)				Piece/Modifier
Poison Resistance (+2 sv vs Poison/Toxin)				Piece/Modifier
Minor Resist (30% Immune to Mind Affecting)				
				Defensive Modifiers/Notes
<b>Warrior Abilities</b>		<b>+1 Warrior Ability Slot</b>		
Diehard				
Increased Hit Die (d12 instead of d10)				
Toughness (+3hp; +1hp/level)				
				Equipment/Magic Items
<b>Rogue Abilities</b>				
Slippery Mind (gain bonus sv vs Mind Affecting)				
<b>Priest Abilities</b>				
Divine Health (extremely resistant to disease)				
Aura of Courage (allies w/in 30ft gain +2 vs Fear)				
<b>the Doomed</b>		4cp saved		
Eat Knowledge 1/day				
Empower Head: Lesser at will		Monthly Upkeep = 0 SC (food/drink/ent)		
		<b>Money/Valuables</b>		
		100 SD (1 SD = appx \$60 US)		
		Monthly Income - 30 Silver Ducats (\$1800)		

## Onos 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 – 2 POW (from Aewynn)

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

### Recovered Right Forearm

Onos original forearm had been taken to the snows of Mount Eirithar (sister mountain of Enlibar in the City State of Cirdan), only to be discovered by a ghoul, which thought it to be frozen food, but it didn't taste right. The ghoul responded to a necromancer's call and brought the arm with it to the necromancer who found latent energy within and tapped the arm as a fetish. The necromancer was defeated by forces of Bagog who took the fetish and delivered it to a Scorpion Lord who also wielded it in a similar fashion against Uraad-Han who was, at the time, the last Great Khan of the Hordelands. Uraad-Han did battle with the Scorpion Queen herself, but was ejected into the Astral Plane for nearly a millennia before finding his way back to the Prime with the arm in tow. As the Scorpion Queen's fortress was in flux between the Astral and Prime Material plane, the arm became trapped on the "sundial" anchor for the fortress and remained until recovered by Da'hem and Onos.

Recovery of the forearm and reattachment affords Onos with: +1HP, +1 vs Polymorphic Magic, +5% to physical skills performed with that hand and +1% Magic Resistance

### Head of Saorise (Sorsha) the Seer

Allows Onos to use one skill and one ability of the Seer until used or 5 weeks transpires (unless Aewynn's time magic can adjust this). The skill & ability TBD.

## Onos Info

**House:** None

**God:** Thanatar (Body Aspect)

### the Doomed (Primary Order – Thanatar)

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

**Allowed Races:** Any

**Allowed Classes:** Battle Priest, Warrior/Priest, Rogue/Priest

**Gender Allowed:** Either

**Combat Restrictions/Benefits:** Garrote preferred; bladed weapons of any type accepted

**Domains:** All, *Featured* – Chaos, Construct, War; *Additional domains* – Earth, Vengeance, Strength, Protection, Knowledge

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

**1<sup>st</sup>** – Animate Tiny Object, Anti-Vermin Barrier, Battlefate, Blessed Watchfulness, Chaos Burst, Curse, Dimensional Locator, Magical Stone, Magic Weapon: Lesser, Stop Golem: Lesser, Strength of Stone, Thought Capture

**2<sup>nd</sup>** – Augury, Chant, Chaos Ward, Create Clothing, Emotion Perception, Happenstance, Make Whole: Lesser, Minor Clay Golem, Rally, Ritual Beheading, Spiritual Weapon, Unison

**3<sup>rd</sup>** – Adaptation, Caltraps, Detect Spirits, Extradimensional Detection, Fortification, Prayer, Random Causality, Ritual Magic: Lesser, Sadistic Strike, Shape Wood & Bone, Stone Shape, Unholy Weapons

## Onos Spells

### 1<sup>st</sup> Level Spells (12 of 12)

#### Animate Tiny Object

Range	10 feet	Duration	1 hour/level
Casting Time	1 hour	AOE	One tiny object
Save	None	Sphere	Construct

Allows the priest to animate an object of smaller than 2ft tall and less than 50lbs of weight. The object must at least have a means of locomotion (legs, wheels, etc.; DM) and may have rudimentary working arms or appendages. Animated objects may not carry more than 2lbs of weight or drag (or carry in a cart type apparatus) up to 10lbs. Such tiny constructs may only follow a handful of rudimentary instructions over and over (load, carry, dump, sweep, polish, etc.; DM) The spell will not assemble objects in any way and at the end of the duration, the object will simply stop what it is doing immediately

#### Anti-Vermin Barrier

Range	5 foot/level	Duration	1 hour/level
Casting Time	1 melee	AOE	10 foot/level radius sphere
Save	None	Sphere	Animal/Protection

Creates an invisible field of force which repels non-magical insects, rodents, snakes, spiders, worms, etc. of ½ HD or less (10hp) Vermin in the AOE at the time of casting are unaffected until they leave the warded area

## Battlefate

Range	5 yards/level	Duration	1 melee/level
Casting Time	1	AOE	One creature
Save	None	Sphere	War/Luck

Allows the priest to summon the forces of fate to favor an ally in battle. The benefits manifest themselves randomly for the duration (i.e. - bonus to hit one round, bonus to AC the next, nothing the following, etc.) but range up to a +1/+5% bonus per 4 levels of the casting priest

## Blessed Watchfulness

Range	Touch	Duration	2 hours/level
Casting Time	1	AOE	One creature
Save	None	Sphere	Strength/Vengeance

Confers exceptional powers of observation and alertness to the recipient, causing them to remain awake, aware and vigilant for the duration. In addition, the creature receives +1/+5% to observation and perception related rolls and a +4 to save versus any spell designed to foil their watch (i.e. - sleep, charm, etc.) (DM)

## Chaos Burst

Range	5 feet/level	Duration	Instant
Casting Time	1	AOE	Element within range
Save	Reflex (half)	Sphere	Chaos

Allows the priest to target any classic elemental object in range (i.e. – a stone on the path ahead, a campfire, a cup of water, etc.) and cause a chaotic burst of elemental energy to come forth causing 2d6 points of damage of the random elemental type in a 1 hex radius (DM)

## Curse

Range	10 yards/level	Duration	1 melee/level
Casting Time	1 melee	AOE	Creatures in a 10 foot/level radius
Save	Negates (Fort)	Sphere	Chaos/Luck/Vengeance

Curses up to 1 creature per level with a portent of bad luck which causes them each melee to have a 25% chance of something unlucky happening to them (dropping a weapon, slipping, not noticing something key, etc.; DM) The spell has no effect on creatures or persons of 3+ HD or more

## Dimensional Locator

Range	0	Duration	1 day/level
Casting Time	1	AOE	One point
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

## Magical Stone

Range	0	Duration	1 hour or until used
Casting Time	1	AOE	1 stone/2 levels
Save	None	Sphere	War/Earth

Can enchant stones (maximum 5, sling bullet size) which can either be thrown up to 30 yards (or propelled by a sling as bullet ranges) Requires a normal roll to hit (as if proficient) and are treated as +1 weapons for purposes of hitting supernatural creatures. Each stone does 1d4 damage +Muscle bonus (2d4 vs Undead)

## Magic Weapon: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	1 round	AOE	One melee weapon
Save	None	Sphere	War

Allows the priest to empower his weapon with the unholy power of Thanatar enhancing it by +1 to hit and +1 damage (this stacks with weapon quality and magic weapons, but not with other spell enhancements). If facing an opponent diametrically opposed to Thanatar, these bonuses are increased to +3 (DM)

## Stop Golem: Lesser

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	One construct
Save	None	Sphere	Construct

Allows the priest to hold any construct (DM) of 5HD or less. Constructs are generally not allowed any resistance to this magic unless their HD exceeds 5. HD 6 constructs receive a Fort save and HD 7 or higher constructs are immune

## Strength of Stone

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

Increases the base Strength, Muscle and Stamina of the recipient creature by a d4 (20 maximum) for the duration. In order to keep the spell benefits, the recipient must remain on solid earth or stone (the spell fails if the creature boards a mount, is lifted from the ground, flies, etc)

## Thought Capture

Range	0	Duration	Instant
Casting Time	1	AOE	10 yard radius
Save	None	Sphere	Knowledge/Luck

Allows the priest to detect brief thoughts and emotions lingering in an area that have been left by creatures that have died or had powerful emotions in the area. The information is generally cryptic or symbolic but can be better interpreted with the Lore: Divination skill

## 2<sup>nd</sup> Level Spells (12 of 12)

### 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)

### Chant

Range	0	Duration	As long as chant continues
Casting Time	2	AOE	10 foot/level radius
Save	None	Sphere	War

While the priest chants, all of his allies gain a +1 to hit, damage and save, while his enemies receive a -1 to hit, damage and save. This is cumulative with bless and prayer if used

### Chaos Ward

Range	Touch	Duration	2 melees/level
Casting Time	2	AOE	One creature
Save	None	Sphere	Protection/Chaos

Allows the priestess to surround a creature with a shimmering and whirling barrier of energy that improves the creature's AC by 1 vs melee attacks and by 2 vs missile attacks. Additionally there is a chance that missile and directed spell attacks are deflected specially by chaotic force. The effects are variable (DM) and range from simply defeating the attack, deflecting it into a random creature within 30ft, reflecting it back at the attacker, or nothing at all

### Create Clothing

Range	0	Duration	Permanent
Casting Time	1 turn	AOE	10 items/level
Save	None	Sphere	Creation/Construct

Creates a large number of a certain type of clothing item from shoes, to pants, shirts, gloves, etc. The items must all be very mundane in nature (DM) are all of very average make and will wear slightly faster than traditionally made items

### Emotion Perception

Range	100 yards/level	Duration	Instant
Casting Time	1 turn	AOE	One unit/5 levels
Save	None	Sphere	Knowledge/War

Allows the priest to sense the general emotional and state of morale of one or more military units, provided they have a line of sight that encompasses the bulk of the unit. The DM will communicate the nature of the morale, confidence and pride of the unit in meta game terms to the player

### Happenstance

Range	25 feet +5 feet/level	Duration	1 week or until used
Casting Time	2	AOE	One person or creature
Save	Will (Negates)	Sphere	Chaos

Allows the priest to curse the recipient with an impending malicious bit of bad luck. This will come into play at the first critical situation be it an attack roll, skill roll, etc. (DM). The effect will be as if a natural 1 or 100 was rolled (critical failure)

### Make Whole: Lesser

Range	10 feet	Duration	Permanent
Casting Time	1 turn	AOE	One object 1 foot/level cube or smaller
Save	None	Sphere	Construct/Creation

Allows the priest to fully repair any single object no matter how complex or how destroyed the item is. Additionally, minor amounts of missing material will be created to fill in missing bits. If more than 20% of the item's matter is gone then the spell will fail. This spell is more powerful than the wizard mending spell and can repair weapon and armor pieces as well as something as complex as clockwork as long as the item is considered one object (DM)

### Minor Clay Golem

Range	Touch	Duration	1 day/level
Casting Time	1 hour	AOE	6 inch cube of clay
Save	None	Sphere	Construct

Allows the priest to craft a minor golem (4" tall to 1 foot tall maximum) out of clay that will animate and follow simple instructions. It will be able to ambulate as long as it is shaped in such a fashion, however other shapes are possible (DM). The golem has roughly the strength of a child so may perform some small tasks (DM). As long as it remains within 100 yards of the priest, it will last for the full duration, otherwise it will dry up within 24 hours

## Rally

Range	100 yards/level	Duration	Instant
Casting Time	1 round	AOE	Up to 50 individuals/level
Save	None	Sphere	War

Allows the priestess to rally troops affected by loss of morale, minor sphere fear spells and similar effects which have routed them (DM.) Affected troops gain a new morale check with a +2 bonus and if successful, rally and return to the attack. The spell only affects NPCs

## Ritual Beheading: Lesser

Range	0	Duration	1 round/level
Casting Time	2	AOE	Weapon touched
Save	None	Sphere	War

Allows the priest to "steal" knowledge from a slain opponent by beheading them with the empowered weapon (usually a garrote). A successful beheading allows the priest to gain one skill, power, ability or spell that will remain with the priest for 1 week/level before fading (spells and most powers (DM) can only be used once, but most skills and abilities can be used repeatedly over the weeks available)

## Spiritual Weapon

Range	10 yards/level	Duration	3 melees + 1 melee/level
Casting Time	2	AOE	Any target within range
Save	None	Sphere	War/Vengeance

Summons a field of spiritual energy comprised of unholy energy in the shape of a garrote (a favorite of Thanatar) which can be mentally wielded by the priest. The weapon strikes as if wielded by the priest (no Strength bonus) and functions as a magical weapon. The bonus is +1/six levels of the caster and causes a base d4+1 damage

## Unison

Range	100 yards/level	Duration	1 round/level
Casting Time	1 melee	AOE	Up to 50 individuals/level
Save	None	Sphere	War/Law

Causes the affected troops to act in unison for the duration. The group will act according to the majority and gain a +1/+5% on all actions during that time. Usually this is a good thing, however the spell has no effect on leadership and a badly led group who's majority begins to retreat will force the entire force into a retreat (DM)

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

### Adaptation

Range	100 yards/level	Duration	1 turn/level
Casting Time	3	AOE	Up to 50 individuals/level
Save	None	School	War/Strength

Allows the priest to specify a type of terrain and empower the affected troops to fight in it as if it were their favored terrain (i.e. - takes a group of snow barbarians and allows them to fight as native forest fighters, etc.) While in such terrain all actions are made at a +2/+10% and such bonuses are cumulative with other bonuses (DM)

### Caltrops

Range	20 yards/level	Duration	1 turn/level
Casting Time	3	AOE	Special
Save	None	Sphere	War/Plant

Allows the priest to summon into existence damaging caltrops which harm either footmen or mounted foes. Foot caltrops may cover an area up to a 10 yard square in area and cause 4d4 points of damage to all creatures entering the area. Mounted caltrops are large and footmen can easily navigate around them and are thus only effective against mounted foes. They may cover an area up to 90 sq yds in area and cause 6d4 damage to all creatures entering the area (includes thrown riders). In addition, any group charging through such a field take double damage

### 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

### 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

### Fortification

Range	0	Duration	Permanent
Casting Time	1 turn	AOE	20 yard/level square area
Save	None	Sphere	Earth/War

Prepares the AOE terrain for defense on a large scale, raising embankments, digging trenches, providing cover. The spell does not grandly change the area and will work with the natural terrain (does not summon new terrain) to provide a secure defensive position. The actual effects of this vary based on location, but will provide cover and defensive aid (DM)

### Prayer

Range	0	Duration	1 round/level
Casting Time	3	AOE	100 foot/level radius
Save	None	Sphere	War

Causes the power of the priest's deity to flow out from him in a radius affecting all allied creature within affording them all with a +1 to hit and damage for the duration, this effect stacks with Bless and Chant

### Random Causality

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

Causes the affected enemies weapon to be affected by chaos energies. When the creature successfully hits with the affected weapon, the damage caused does not affect the intended target, but rather the wielder and his allies (DM roll random to see who is affected)

### Ritual Magic: Lesser

Range	0	Duration	Special
Casting Time	Special	AOE	One priest/2 levels
Save	None	Sphere	All

Allows the priest to join other priests in casting a ritual magic version of the spell in question. If the spell is approved for ritual magic by the DM, each additional priest involved in the casting can augment one aspect of the spell by one factor (DM)

### Sadistic Strike

Range	0	Duration	1 melee/level
Casting Time	3	AOE	Priestess
Save	Negates (Fort)	Sphere	Evil/Vengeance

Allows the priestess to empower her attacks to do more pain than damage. On each successful strike, damage is halved, but any target successfully hit must save or be caused great pain which makes them operate at -2 for all attacks, saves, etc (the resist pain skill will give a save bonus to this.) Each additional strike this pain accumulates as do the minuses and can eventually result in the target simply crumpling from the pain (DM)

### Shape Wood and Bone

Range	10 feet/level	Duration	Permanent
Casting Time	1 round	AOE	10 foot/level cube
Save	None	Sphere	Construct/Plant

Allows the priest to form any mass of wood (including multiple logs, planks, etc. within the AOE) or bones from any creature into any shape that suits his purpose (i.e. – fashioning a sculpture, creating a bone pole axe, etc.) Note that items requiring expert craftsmanship still require appropriate skills, but a priest with bowyer skills could easily craft a stack of normal quality bows ready to be strung

### Stone Shape

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	10 foot/level cube
Save	None	Sphere	Earth/Construct

Allows the priest to form any stone structure or portion of a structure into any shape that suits his purposes (i.e. - fashioning a sculpture, creating a stone pole axe, etc.)

### Unholy Weapons: Lesser

Range	10 feet/level	Duration	1 round/level
Casting Time	1 round	AOE	One weapon/level
Save	None	Sphere	Evil/War

Allows the priest to empower up to the AOE worth of weapons in range to become empowered for the purposes of hitting supernatural creatures not aligned with the priest's deity. These weapons function as +1 to hit and damage vs such creatures, but have no effect against normal creatures

## Onos Powers

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

#### Eat Knowledge 1/day

Range	Touch	Duration	Instant
Casting Time	1 round	AOE	1 page/level
Save	None	Sphere	Construct

Allows the priest to eat written word and commit that knowledge to mind whether or not it is understood as written (DM). In the case of magic scrolls, the priest will be able to cast the written spell 1d4 times before it is forgotten

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

#### Empower Head: Lesser at will

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	One ritually severed head
Save	None	Sphere	Construct

Allows the priest to draw forth an additional skill, class ability, spell, etc. from any ritually severed head (DM)

## Onos HTH

### Dimecaru (*Great Army HTH*)

Originating from Isengard and the human Great Army of Hernan in the late Age of Wars period, Dimecaru was once the most prolific fighting style in the Sunken Sea region. Now thousands of years from its widespread use, there are still masters teaching this style to mercenary groups, self-defense groups and others. Dimecaru was meant to be an effective fighting tool when a soldier was disarmed or otherwise unable to equip a more effective means of causing damage. Over the years, the style has remained mostly the same focusing on fierce aggression to finish a fight as quickly as possible with quick strikes and other actions meant to be as efficient as possible

### 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 Jab, Basic Vital Strike, Basic Throw

*Basic Jab* – A quick, straight strike, usually to the upper regions causing a base 1d4 damage

*Basic Vital Strike* – A short arm edge of hand or fist strike to a weaker body area (throat, solar plexus, kidney, etc.)

The strike causes a base 1d4 damage but may have additional effects (DM)

*Basic Throw* – A simple throw which requires successful hit by the attacker to grab the target. The target must then make a Reflex save (base DC 8) or be thrown to the ground losing any remaining attacks and however many actions it takes to recover the following round (base no damage; DM)

**Specialization** – Basic Knee/Elbow, Throat Punch, Front Kick

*Basic Knee/Elbow* – A powerful strike with a knee or elbow. The attack is made at -2, but causes a base 1d6 damage to the target

*Throat Punch* – A quick, debilitating strike to the throat of the opponent. The attack is made at -4, but causes the victim to make a Fort save (base DC 10) or be stunned for 1d4 melees (the right kind of armor protection can prevent the effectiveness of this attack)

*Front Kick* – A kick that pushes straight away from the attacker and is intended to both damage and maintain distance. The kick is made at -2 but causes a base d4 damage and requires the target to make a Reflex save (base DC 10) or be knocked back a d2 hexes/squares (DM)

## Onos Warrior Abilities

- *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+
- *Increased Hit Die*: The warrior gains d12 hit points each level rather than d10; Prerequisites: None
- *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+

## Onos Rogue Abilities

- *Slippery Mind*: You are able to wriggle free from magical effects that would otherwise control or compel you. If a rogue with slippery mind is affected by a charm spell or effect and fails her saving throw, she can attempt it again immediately and every round thereafter. Additionally, the rogue gains a save attempt against such spells without any save (DM)

## Onos Priest Abilities

- *Divine Health*: you are highly resistant to all forms of disease, including magical diseases (DM) Prerequisites: L3
- *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



## Onos Contacts (3)

**Jachi:** A human reanimator in service to Grand Duke Sarak, he was tantalized to find out about the discovery of Onos' phylactery and skull in Isengrim and worked tirelessly rebuilding him. Rather than simply putting together available body parts, Jachi worked to find components that would better replicate Onos' likeness in his original life. When reanimated, Jachi spent a good deal of time helping Onos to reconnect with his soul in a fashion very unlike most truly evil people. Jachi has been instrumental in helping Onos to remember many lost bits of knowledge as well as having a feeling like Onos is his own son. As such, Jachi would be willing to bend Imperial rules and possibly break them to help Onos regain his connection to his lost self

**Xxx:** TBD

**Xxx:** TBD

## Onos Enemies (3)

**Caturix:** A goblin earth mage from the Hakh-Zherad in charge of watching over the Gropa Vechi Oese (the Pit of Ancient Bones) that is near the periphery of the goblin city. Caturix failed to detect the purloining of Onos original skull from deep in the pit by servants of the Empire. Casting of divination spells early in the process allowed Caturix to discover a little of Onos' past, that he'd now been reanimated and that he was somehow connected to the Empire. While in no position to go after the Empire, Caturix is doing his best to monitor the whereabouts of Onos via goblin ritual magic and hopes for an opportunity to return his skull to its resting place

**Xxx:** TBD

**Xxx:** TBD