

ESQUIRE ARLO XOR'DREL

General

Age: 1 (Physical: 19, Actual: 36)	Delver Level: 6 (Effective Level: 14)
Delve Record: 6 Platinum	Special Delves: 1

Vital Stats

Health: 1220	HP Regen: 568
Stamina: 400	SP Regen: 80
Mana: 325	MP Regen: 65

Race: Human

Adaptable

+100% crafting skill progression.

Subrace: Extradimensional Entity

Your mind and body have been subjected to incredible dimensional forces and your soul has been irrevocably altered. This experience has earned you Dimensional Attunement. You gain the Dimensional Magic intrinsic skill at level 10. You gain +100% to Dimensional Magic skill progression. You gain 50% resistance to non-consensual dimensional effects. You gain the active ability Shortcut.

Birth Sign

The Traveler

Spectacular Vernacular: You have an eidetic memory for languages and an intuitive grasp of grammar. You learn new languages and dialects at incredible speed.

That's a Lot of Stats!: You can gain bonus attribute points through training up to a maximum score of ten in each attribute.

Fortune's Creation Carryover

Your achievements from a past life have earned you bonus attribute points to certain stats.

+1 STR, +1 AGL, +1 SPD, +1 FOR, +4 INT, +3 WIS, +2 CHA, +1 LCK

ATTRIBUTES

Strength	10	<p>Trait (10): Leverage increased considerably when performing feats of strength.</p> <p>Nimean Weapon (10) Your Strength-based attacks are considered magical unless you choose otherwise. You may add the effect of Oblivion Orb to a Strength-based weapon attack for 1.25x its normal cost, rounded up. This spell originates at the point of impact.</p>
Agility	10	<p>Point Blank (10) You may make thrown and ranged weapon attacks while in melee range of an enemy with no penalty.</p>
Speed	10	<p>Rapid Blocks (10) You may equip or stow your shield near instantaneously. Your Speed is considered doubled for determining how quickly you can block.</p>
Fortitude	40	<p>Trait (10): 90% resistance to mundane damage.</p> <p>I Can Do This All Day (10) Health and Stamina regeneration bonuses from Fortitude are doubled.</p> <p>Super - We Can Do This All Day (10): Whenever you take damage, a nearby ally who is missing health or stamina regains an amount of health or stamina equal to half the damage taken, their choice.</p> <p>Body of Theseus (20) Critical damage you take and extra status effects applied by crits is reduced by a % amount equal to your Fortitude. Current reduction: 40%.</p> <p>Just a Flesh Wound (40) You are immune to Bleeding and (so long as you aren't dead) can naturally regenerate from any injury, no matter how severe. Your body becomes capable of fully replacing any part of itself with your natural HP regeneration. This includes limbs, organs, entire bodily systems, and even your brain! But, if your head is destroyed, will you be the same person when it grows back?</p>
Intelligence	21	<p>Magical Thinker (10) You acquire a basic understanding of any spell after seeing it fully cast a single time.</p> <p>Coordinated Thinker (20)</p>

		Your Intelligence score is considered doubled for comprehending spatial and dimensional concepts. This ranges from mundane topics such as easily estimating distance, the volume of a room, or the spatial relationships between objects, all the way up to sexier things like developing novel methods of interdimensional travel. Whenever you activate a skill that targets a point in space, you do not need to have line of sight to that point, even if the skill would normally require it, as long as the point is within a number of feet equal to your INT * 10.
Wisdom	26	<p>This is Kind of My Thing (Fast Recharge, but different) (10) Mana regen bonus from WIS is doubled. Ambient Absorption is 25% more efficient.</p> <p>Where's Nuralie? (20) With 6 seconds of concentration, you can automatically detect the presence and location of any entity using an AGL-based stealth skill within your normal sight range, regardless of cover, so long as their AGL is lower than your WIS. (Joke's on you, Nuralie's AGL is the same as your WIS so you still can't use this to find her.) Bonus (Revelation of the Eye's Sight): This ability also applies to entities hidden through invisibility or illusion, so long as their CHA is lower than your WIS. (Still doesn't help you find Nuralie, lol.)</p>
Charisma	10	<p>Center of Attention (10) Your CHA is considered doubled when attempting to taunt or distract an entity.</p>
Luck	4	

Level Stat Record

Level 1: +8 FOR

Level 2: +6 WIS, +2 INT

Level 3: +5 INT, +3 WIS

Level 4: +6 FOR, +2 INT

Level 5: +8 FOR

Level 6: +2 FOR, +5 WIS, +1 INT

PASSIVES (3/4)

Who Needs a Cleric? (Aura)	<p>You and your allies gain an additional amount of HP regeneration equal to your FOR. You have a basic awareness of the location of allies affected by this aura. The base range of this aura is equal to 5x FOR in feet, but always affects allies in your party, regardless of distance.</p> <p>Trait (Dimensional): You have an enhanced awareness of the location of allies affected by your aura and may see their physical surroundings by concentrating.</p>
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	<p>Trait (Mystical): Certain beneficial spells and abilities you apply to your allies, and which require your allies to remain within a specified distance of you, will continue to function outside of that range so long as the ally remains affected by this aura.</p>
Bonded Familiar	<p>The Delve Core, Grotto, is your bonded familiar. Traits available to this passive skill are based on your attunement, and the attunement of your familiar.</p> <p>Trait (Mystical): Ambient Absorption - You absorb ambient Dimensional mana. This absorption is disrupted by both Divine and Spiritual mana.</p> <p>Trait (Spiritual): Shared Fate - You and your bonded familiar possess a shared fate. The psychic bond shared by you and your familiar is stronger, which may result in some level of emotional transfer between you. You are always aware of the physical condition of your familiar and vice-versa. When your familiar suffers damage, you suffer mental anguish, and must pass a WIS save or become incapacitated. The difficulty of this save is determined by the amount of damage suffered by your familiar. Additional effects may occur.</p>
Archmage	<p>The level of the relevant intrinsic skill for a spell you cast is considered 10 higher.</p> <p>+25% Maximum mana</p> <p>+25% Mana regen</p>

ACTIVE SKILLS (7/10)

<p>Oblivion Orb Dimensional 5 mana</p>	<p>For the briefest moment you create a small dimensional tear in the shape of an orb in your palm, which attempts to transport whatever it touches to another plane of existence. Higher levels of Intelligence increase the size of the orb. Damage is increased by 1 for each level of Dimensional Magic. The critical damage of this attack is increased by 100%.</p>
<p>Shortcut Dimensional 10 mana</p>	<p>Travel through the cracks between dimensions and teleport to a place you can see within a number of feet equal to 10x your Dimensional skill level. Higher levels of Dimensional may unlock new effects.</p>
<p>Dispel Mystical Variable mana - 50% of the cost of the mana disrupted</p>	<p>Temporarily disrupt the flow of mana within a spell, object, or person. This can weaken or negate spells, halt the flow of magic within a magical item, or disrupt a magical effect imbued within an individual.</p> <p>The cost of Dispel is reduced by 0.5% per level of Mystical.</p>

<p>Explosion! Physical / Dimensional 10 mana /second charged Cooldown: 1 hour</p>	<p>Waga na wa Megumin!</p> <p>Make a Physical spell attack and create a big-ass explosion, with +1 damage for each level of Physical. The base radius of this explosion is equal to your INT in feet. This spell's radius increases by INT/10 feet and deals additional bonus damage equal to your INT for every second it was charged.</p> <p>When charged for 6 seconds or more, entities within 2x this spell's radius must pass a FOR check or become deafened for 1 minute. Good thing Delvers don't suffer from tinnitus.</p> <p>This spell requires a somatic component: snapping your fingers.</p> <p>Hidden Trait (Restriction): Deal an additional +1 damage per level of Physical if you loudly chant ominous, threatening, or otherwise enmity-invoking phrases while charging this spell.</p>
<p>Homing Weapon Physical / Dimensional 10 stamina</p>	<p>Make a thrown weapon attack with +5 feet of range per level of Physical and +1 damage per level of Dimensional. Your thrown weapon returns to you after the attack, unless it is destroyed.</p>
<p>Life Warden Physical / Dimensional 10 mana reserved + 10 mana per hour</p>	<p>Grant a nearby ally the buff "Life Warded". Any time a Life Warded ally would take physical or dimensional damage, you take half of that damage instead. The damage you receive in this way is reduced by 1 for each level of your Physical Magic skill, but cannot otherwise be reduced or negated by any means other than natural resistance or immunity.</p> <p>Life Warded allies must remain within a number of feet of you equal to 20 plus your Dimensional skill level to sustain this effect.</p> <p>Bonus (WNaC? Mystical Trait): Allies affected by your aura are always considered to be within the range of this spell.</p>
<p>Dimensional Summon Dimensional / Mystical 30 mana plus 30 mana/hr Cooldown: 24 hours</p>	<p>Summon the c'thon Shog'tuatha.</p>

INTRINSIC SKILLS (7/10)

<p>Dimensional</p>	<p>20</p>	<p>Improves Dimensional magic. Bonuses vary by skill.</p>
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		<p>Pocket Closet (10) Your inventory is converted into an accessible pocket dimension, but no longer benefits from STR. 50% of the space can be dedicated as Quick Access, allowing you to retrieve anything held in Quick Access stasis from your normal inventory screen. The Closet can be expanded by spending mana.</p> <p>Checkpoint (20) - (Requires Pocket Closet and Shortcut) This is a Pocket Closet upgrade.</p> <p>You may designate a limited number of physical locations as Checkpoints, which can be accessed from within your Pocket Closet.</p> <p>To do so, you must be present in the location you wish to designate and must spend one hour establishing a permanent link to your Pocket Closet. While within the Pocket Closet, you may create a portal exit to any of your designated Checkpoints by casting Shortcut.</p> <p>Any given Checkpoint may only be used once per day. A Checkpoint portal may remain open for up to 1 hour and may be traversed by anyone. Closing a Checkpoint portal requires 60 seconds of concentration. Permanent Checkpoint portals, or Checkpoint portals with entrance and exit restrictions, require a Reality Anchor.</p> <p>You may designate up to one Checkpoint for every 10 levels of your Dimensional Magic skill. You may eliminate any existing Checkpoint with 60 seconds of concentration, allowing you to designate a new Checkpoint in its stead.</p>
Dungeoneering	20	<p>This allows you to use System Insight concerning Delves, dungeons, and labyrinths. Higher levels improve the insights you receive.</p> <p>Shared Fate (Restriction): Your bonded familiar also gains the benefits of this skill and their activities count toward this skill's progression. However, your bonded familiar chooses this skill's evolutions.</p> <p>Must Construct Additional Pylons (10) 0.5% reduced mana cost for Dungeon constructs and actions per level of Dungeoneering (-10%).</p> <p>Engineered Terror (20) Fear and intimidation checks performed by allied entities within a Delve, dungeon, or labyrinth you control are 1% more effective per level of Dungeoneering. This bonus is multiplicative.</p>

Mystical	10	Improves Mystical magic. Bonuses vary by skill. Mana-shaping efficiency (10) Sssssssecret knowledge evolution! The efficiency of mana you spend to mana-shape a skill or ability is improved by 1% per level of Mystical.
Physical	11	Improves Physical magic. Bonuses vary by skill. More! MORE!!! (10) Physical spell cooldowns are reduced by 1% per level of Physical Magic.
Blunt	12	Each level increases accuracy and grants +1 damage to blunt weapon attacks. Specialization (10): Hammers gain +1 armor penetration per level of Blunt. Hammer Throw (10) You suffer no penalty for using hammers as a thrown weapon. The maximum speed and distance you can throw a hammer is increased by 10% per level of Blunt.
Shields	11	Automated Shielding (10) You may block for an ally within your shield's range as a reaction.
Heavy Armor	5	
Leadership	1	

DIVINITY

Fortune - Avatar of (?)

Sam'lia - Goddess of the Seven Organs

Agnostic Polytheist

You have received benefits from multiple divinities, but have chosen none to worship. Fear of commitment? Or are you just a deific polygamist?

Revelations

Revelation of Death's Beginning (System Addendum: This 'revelation' does not count toward the total number of revelations you possess.)	You died. Too bad, child, life's not fair. Lucky for you, then, that I'm feeling generous. I resurrected you with a number of beneficial effects, which include carryover stats, some appearance customization options, your choice of one potent magical item, a bit of guidance sprinkled in here and there, and a little surprise woven
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	<p>into your mana veins. I hope you find these to your liking.</p> <p>Speaking honestly, I mainly did it for myself. But so long as you serve your purpose, I'll let you keep them.</p> <p>Just kidding, I couldn't take them away from you even if I so desired! Part of the whole design. It's important to impart durability to your work!</p> <p>You won't see this "revelation"—always hated that term—until you are done with the task I have laid out for you. Why, you ask? Because you've got a problem with authority, Arlo. I wouldn't take the risk of having you traipse about ignoring my needs, merely because you don't like to do what you are told.</p> <p>P.S. - Thanks for freeing me! I hope the specter didn't give you too much trouble. Like the party name? I'm sure it tickled you to death. See you around ;)</p>
<p>Revelation of the Eye's Sight</p>	<p>The Eye Sees, Reveals, and Embraces. Each of these aspects builds upon one another, and carries its own revelation. Each revelation must be obtained in turn to receive the next.</p> <p>Sees - The Eye has looked upon you and seen your dark sins, your selfless acts, your wretched failures, and your glorious triumphs. The Eye has embraced you, despite your flaws, and you have been filled with a deeper sense of self-acceptance.</p> <p>You gain darkvision. You may view the souls of others, which can provide keen insight to the nature of their very being.</p> <p>Additional benefits may be unlocked as you grow your connection to yourself, those around you, and Sam'lia.</p>
<p>Revelation of the Eye's Reveal</p>	<p>You've come to know the souls around you, studied them, felt them, tasted their histories. Through this familiarity you have learned how to connect with the spiritual essences of entities around you, allowing you to show them the truth as you see it.</p> <p>This allows you to share the benefits of your 'See' ability with your allies, and also your mental impressions of the people and things around you. However, by mingling with another's soul, your sense of identity may interfere with their own.</p>

NOTABLE ACHIEVEMENTS

Godsbane	You ignore 25% of deific DR.
Spectersbane	Your physical attacks deal 25% damage to incorporeal creatures, instead of 0%.
Fortune's Folly	You have been blessed by an avatar who calls himself Fortune. You have already received the benefit of this achievement through your carryover stats.
Dumping	After spending 5 or more stat points at once on a single attribute, you are granted 1 additional point in that attribute.
I Don't Attack You, You Attack Me	So long as you did not attack first, an enemy becomes stunned for one second the first time they deal damage to you with either a melee weapon or a part of their body. An entity stunned in this way may not be affected by this skill again until the next dawn. Certain skills and abilities may prevent this effect.
Exposure Therapy-Poison	You gain +25% resistance to Toxicity.
Strength of Xor'Drel	Your Wisdom score counts as double when resisting effects that cause fear, induce mental trauma, or otherwise have a negative impact on the health and wellness of your psyche.

LANGUAGES

Hiwardian
Loward
Othertongue
Loson'binora

NOTABLE EQUIPMENT

Ring of Healing

A Gift from Fortune ;)

While wearing this ring you're granted +100% to your health regeneration.

Gracorvus - Unique Targe

A Gift from Varrin :O

Made with the gratitude of the Ravvenblaq family for use by Esquire Arlo Xor'Drel, this modular targe has been crafted from the essences of an atrocildle abomination and the c'thon known as

Ihbriobrixilas by the renowned smith and mana-weaver Ealdric Ravvenblaq Junior. The shield was meticulously forged and woven to custom-serve the unusual needs and abilities of the recipient. It is the first and only shield of its kind.

Requirements

Strength 10, Intelligence 10, Wisdom 10 Specialized Requirements: Dimensional Attunement (Effect 1)

Armor Rating

High. This item will halt even the fangs of the mighty Chihuarberus, although it will fall short of mitigating the slavering maw of the Demihuahua.

Effects

1) The modular slabs of Gracorus have been woven with Ihbriobrixilas' ability to defy gravity by altering space, along with its capacity for directing eight limbs simultaneously. This allows the user to rearrange the modular slabs of Gracorus into a new configuration by spending 1 mana. This also allows the shield to float in place at the cost of 1 mana per minute, or move at the command of the wielder at a cost of 1 mana per second, at a speed of up to [Intelligence score] meters per second. Each individual slab can also be directed independently by the wielder at the same speed at a cost of 0.5 mana per second per plate, though the cognitive load of doing so increases substantially for each additional slab beyond the first.

2) The core of Gracorus has been woven with an atocidile's frightful presence. While wielding this item in any of its assembled configurations, non-sapient enemies will perceive you as significantly more threatening than they otherwise would, and sapient creatures must succeed on a Wisdom save or suffer the same. This may cause enemies to fight, flee, or piss themselves, depending on their nature.

Arbitros - Magic Warhammer (BUSTED)

A Gift from Lito :(

A hand-and-a-half warhammer forged from frozen steel. A gift from Guardian Lito, and an excellent weapon for firebrands.

Requirements

Strength 10

Effects

1.5x damage multiplier when used with two hands.

Grows harder and more durable when exposed to extreme heat.

Grows softer and more malleable when exposed to extreme cold.

Rocket Man's C'thonic Feather Boa of the Cat's Pajamas

A Gift From the System UwU

The name may be long, but we bet you're longer, rawr.

Armor rating

None. It's a feather boa. It won't even stop an agitated chihuahua.

Effects

1) There is an increased chance that dames and jobbies will think you're keen and try to make you their daddy. This item somehow makes you sexier than you already are.

2) You're not the man they think you are at home. Tales of your heroic deeds are more likely to spread and take on an exaggerated form. It's technically not lying if you fail to correct your rabid fans when they talk about the triple-backflip you performed while killing a Greater C'thon. At level zero. By yourself. And *checks notes* with your goddamn bare hands! Badass alert! Relevant actions must be performed while wearing this item to gain the benefit of this effect.

Outlaw's C'thonic Leather Vest of the Dirty Muffin Toy

Another Gift From the System OwO

Hurt them, hurt me, hurt yourself. Hurt anybody you want, baby.

Armor rating

Minimal. This item will stop an agitated chihuahua, but not much else.

Effects

1) You are more likely to succeed during attempts to intimidate, frighten, or outright scare the daylights out of people. You gain a bonus to this ability if you wear the vest open and without a shirt, showing off your manly chest hair and rock-hard abs.

2) Whips, chains, handcuffs, and lethal weapons. You're a masochist and it's time to admit it to yourself. Not only do you like pain, you revel in it. When taking damage you recover a small amount of stamina based on the amount of damage you received. We won't tell you how much, because we know you're eager to find that out for yourself. You also gain a bonus to this ability if you wear the vest open and without a shirt, showing off your manly chest hair and rock-hard abs. Did we say rawr already? Fuck it. Rawr again, baby.

Traveler's Amulet

This is an evolving item.

Current Level

Crumb-Cruncher

Effects

1) It's stylish.

2) Soul-Sight: Make "Soul-Sight" your own to unlock this amulet's next effect.

SPELLS OBSERVED (UNSELECTED)

Confusion
Commandment
Suggestion
Quicksand
Conjure Blade
Bulwark
Camouflage
Aegis
Firebrand
Blood Pact
Heroic Might
Gale
Distraction
Entice
Dominate
Helping Hand
Magic Shell
Surgeon
Dimensional Summon
Divine Summon
Elemental Darts
Earth Lance
Grasping Hands
Digest
Spiritual Disruption
Spell Counter
Wish (Deific)
A year's worth of other bullshit
All other spells known by party

THE LIST

~~Figure out this weird Bag of Refreshments~~

Accrue power! Dominate our enemies! Attain immortality so that we might live forever! - (Added by Grotto. Ignore. Or don't?)

~~Figure out how to fly~~

~~Figure out how to build shit with magie~~ (Strength + elbow grease gets most shit done)

Disappearing exits and shifting hallways for the Closet (Progress made, still working)

Invisible/ one way walls for the Closet

~~Build a greenhouse for oxygen in the Closet~~ (Done, but may need to keep making it bigger as Closet grows. Maybe need plants throughout)

~~Japanese style hot spring for the Closet~~ (Done babyyyyyy! Now I need to throw a pool party.

Hot spring party? Should I have put in a wall to separate the boys and girls?)

Reset inventory home point (PRIORITY! DON'T BLOW UP FORMATION ON DEATH! Ideas for corpse explosion trap?)