

ETJA NOTHOSIS

General

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| Age: 1 (Physical age: 19) | Delver Level: 6 (Effective Level: 11) |
| Delve Record: 6 Platinum (Administrative override 5+1) | Special Delves: 1 |

Vital Stats

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| Health: 410 | HP Regen: 41 |
| Stamina: 200 | SP Regen: 20 |
| Mana: 260 | MP Regen: 52 |

Race: Avatar

As an incarnation of a divine being, you inherit your racial abilities directly from their domain.

Focus of Yearning

As an avatar of Yearning, you are immune to all mind-controlling effects that would deter you from your overarching goals. You cannot be compelled to act against your truest desires.

Subrace: Golem Animus

As a golem, your body is an artificial construct. You do not suffer from bleeding and body parts that are lost or destroyed can be readily replaced by a skilled Golemancer. Your original golem body has been modified, however, and you still experience the majority of other biological functions and vulnerabilities shared by organic entities.

Birth Sign

The Mirtasian Lady

You are skilled in the ancient art of the Mirtasian Cadence. You may establish a dance and rhythm prior to casting a spell. If you do so, you gain a 10% mana cost reduction to the first spell you cast, and an additional stacking 10% mana cost reduction to each spell cast in

sequence with the previous spell, so long as you maintain your cadence. This cost reduction caps at 40%, and the bonus resets once the fourth spell has been cast in the sequence.

ATTRIBUTES

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| Strength | 10 | <p>Trait (10): Leverage increases substantially when performing feats of strength.</p> <p>Heavy Lifter (10) Your lifting capacity and inventory size are doubled. You can lift any object with one arm as though you were using <i>all</i> of your arms.</p> |
| Agility | 10 | <p>Flow State (10) While focusing, you can dodge attacks with much greater efficiency. There is a 50% chance any glancing blow you would receive while focusing instead misses entirely.</p> |
| Speed | 10 | <p>Soloist (10) You can commit complex movements to memory with incredible precision, allowing you to perform any practiced activity twice as fast with no chance of error.</p> |
| Fortitude | 20 | <p>Trait (10): 90% DR to mundane damage</p> <p>Natural Armor (10) Your natural armor provides an additional amount of DR equal to FOR/2.</p> <p>Mana Barrier (20) You may choose to have 50% of the damage you take be dealt to your mana pool instead of your health. Damage dealt to your mana in this way is doubled.</p> |
| Intelligence | 10 | <p>Historian (10) You can learn the history of any object you touch by focusing on it. You may gain visions of important events in its past, the thoughts of people who handled the object, or intuition of how the object was previously used. The amount of history you learn varies by object, but the precision of the information increases with your INT.</p> |
| Wisdom | 26 | <p>Fast Recharge (10) Your base mana regeneration is increased by 100%. Once per day, you can instantly regain mana equal to your WIS * 3.</p> <p>Enhanced Focus (20) You can focus on an additional number of things equal to the number of WIS evolutions you possess.</p> |

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| Charisma | 24 | <p>Performance Artist (10) You have perfect pitch, perfect rhythm, and can play any song by ear with only a single listen on any instrument you know how to play. You can learn to play any instrument by spending one hour experimenting with it.</p> <p>Force of Personality (20) Whenever you deal damage to any number of creatures with an active skill, you can deal additional damage to one of those creatures equal to your CHA.</p> |
| Luck | 2 | |

Stat Log

Creation: 2 FOR, 5 CHA, 3 WIS

Level 1: 4 CHA, 4 WIS

Level 2: 4 CHA, 4 WIS

Level 3: 2 CHA, 6 WIS

Level 4: 4 FOR, 4 CHA

Level 5: 4 FOR, 4 WIS

Level 6: 2 FOR, 4 CHA, 2 WIS

PASSIVES (4/4)

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| Incarnation | You are the incarnation of a Divine aspect. Your active abilities have been predetermined, but as a descendant of divinity, you can combine two active skills together to achieve a combination skill incorporating aspects of both skills. |
| Finishing Move | If you cast three different spells in a row, the next different spell you cast is 200% more effective, and additional mana used to cast it is 200% more efficient. |
| Shared Vessel | <p>Your spiritual essence was forged as a shell to contain the overwhelming might of a godly avatar's soul-fragment—an avatar against whom you rebelled. Divorcing this specter from your body has unbound you from his will, but the ability to contain another entity's spirit within you remains.</p> <p>You may open your soul and embrace the spiritual essence of a nearby ally, sharing the cost-reducing benefits of your Mirtasian Cadence and allowing you to use your Incarnation passive to combine one of your active skills with their own. Additionally, any skill utilized in this manner gains the benefit of your Finishing Move passive, and will deal 200% bonus damage if it is the fourth spell cast in sequence.</p> |

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| Cantor | The many years of ritual and song once used as worship are not easily forgotten, and the rote of these rituals carried through your forebear and into yourself. Whenever a spell you cast would call for INT, you may choose to engage in ritual performance while casting; if you do, you use your CHA instead. |
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ACTIVE SKILLS (5/5)

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| Siphon 5 mana Dimensional | You can manipulate gravity in a localized area. The strength of the gravity is determined by your INT. The size of the area is determined by your Dimensional skill. Either can be further increased by additional mana expenditure. |
| Nullify Variable Mana Mystical | You can suppress and even eliminate the effects of magic within a given area. This costs mana in proportion to the amount of mana being nullified. The mana efficiency of this cost is determined by your INT and your Mystical skill. |
| Disintegrate 2 mana Dimensional | You break down the fundamental forces holding an object together, causing its constituent components to fly apart. The size of the area disintegrated, and the amount of damage dealt, is determined by your INT and your Dimensional skill. |
| Incorporate Variable mana Divine | You can draw in the form and essence of other things and make them part of yourself. The effects of this ability vary. Incorporating objects may give you material properties of those objects, whereas incorporating a spirit may even give you memories of that spirit. Be careful you don't lose yourself in the process. Greater levels of Divine increase the potency of what you can incorporate. |
| Magic Blast Variable mana Mystical | You can create a blast of raw magical force, dealing kinetic damage in one of three configurations. Strength of spell determined by Mystical, area determined by INT: <ul style="list-style-type: none"> • Line. A tight beam extending from yourself, damaging all in its path. Longest range, highest damage, smallest area. • Cone. A wave in front of you, blasting anyone standing in your way. Shortest range, medium damage, largest area. • Sphere. A blast in all directions, centered on a point within range. Medium range, lowest damage, medium area, doesn't have to originate from you. |

INTRINSIC SKILLS (5/10)

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| Mystical | 27 | You are attuned to the Mystical school of magic, and automatically gain this skill at Creation. This skill improves your capabilities with Mystical magic, and grants you limited awareness of the flow of mana around you, based on your level in Mystical. The benefits of Mystical vary by skill. |
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| | | <p>Mana Efficiency (10) You are masterfully precise in your control of mana for magical applications. Whenever you would spend additional mana beyond the base cost of any spell, the amount you spend is 1% more effective per skill level.</p> <p>Magic Detection (20) When you see a magical effect, you know it is magical, approximately how much mana it contains, and from which schools of magic it originates.</p> |
| Exemplar | 28 | <p>This skill improves the capabilities of your Incarnation passive ability. You can combine up to 3 skills at level 40, 4 skills at level 70, and 5 skills at level 100.</p> <p>Nullify: Return on Investment (10) Whenever you dispel a magical effect using Nullify, 1% of the mana of that effect is stored per skill level and is automatically added to your next spell cast.</p> <p>Siphon: Frame of Reference (20) Whenever you use Siphon, or a combination spell with Siphon, you can cause the spell to ignore your party members. Alternatively, you can cause the spell to cost only 1/4 as much if it only targets members of your party.</p> |
| Dimensional | 19 | <p>This skill improves your capabilities with Dimensional magic. The benefits of Dimensional vary by skill.</p> <p>Real Big Spells (10) You can spend extra mana to increase the range and/or size of any of your spells. The cost of this varies based on the spell being modified. The mana efficiency of RBS improves by 1% for each level of Dimensional.</p> |
| Divine | 12 | <p>This skill improves your capabilities with Divine magic. The benefits of Divine vary by skill.</p> <p>Yearning (10) While focusing, you cannot be distracted, stunned, or mesmerized.</p> |
| Incantation | 28 | <p>This skill is derived from the ancient practice of the Mirtasian Song, which uniquely influences the spellcasting of you and your allies.</p> <p>Cadence (10) If you cast your spells in time with the cadence of the Song, each successive casting becomes increasingly powerful, with a maximum percentage bonus equal to your Incantation skill level.</p> <p>Rhythm (20)</p> |

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| | | You can engage in ritual dance to the rhythm of the Song. When you do, allies who can perceive your dancing can focus to increase the potency of all of their skills. This bonus increases over time, with a maximum percentage bonus equal to your Incantation skill level. |
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DIVINITY

None

Revelations

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| You possess no revelations | |
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NOTABLE ACHIEVEMENTS

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| 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 gain +1 to LCK. |
| Rebellious Scion | Your WIS is doubled when resisting fear, intimidation, or persuasion from divine entities. |

LANGUAGES

Hiwardian

Mirtasian

Celestial

NOTABLE EQUIPMENT

Staff of Archon's Maker

A staff of office for the Archon of the Fifth Court, crafted by the scorned lady known to you only as The Mimic. It would eventually come to light that the Archon himself had also been crafted by The Mimic, a treachery that led to the collapse of the judiciary and enabled a violent coup against the realm's emperor. This staff may serve as a symbol of your strength, or a promise of retribution to those who would oppress you.

Requirements

WIS 20, Divine 10

Effects

1) Stored spell: Seek Alignment.

20 mana per charge.

Max charges: 5

Seek Alignment

Divine

Peer into the history of a target and discern what wicked deeds they have performed within the last 7 days. Target may resist this effect by passing a CHA check against your WIS. A target that has resisted cannot be affected by this spell until the next dawn.

2) Archon's Faith: While wielding this staff, your Divine Magic skill is considered to be 5 higher.

3) Spells you cast may originate from the head of this staff.