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Zhou_Yu

Jul 18 '16 10:58am

Zhou_Yu's Sanctuary

Rassius, Servant of None

The Divine Godless



STATUS

Level: 1
Experience: 0

Goal: Destroy all supernatural abominations and threats to humanity - especially the Made Gods.

Languages: Trade Cant, Holy Speech

ATTRIBUTES

	Attributes & Modifiers	Attribute Check Target Numbers
Strength:	19 (+4)	2
Dexterity:	16 (+2)	5
Constitution:	16 (+2)	5
Intelligence:	15 (+1)	6
Wisdom:	11 (+0)	10
Charisma:	15 (+1)	6

SAVING THROWS

Hardiness:	11
Evasion:	13
Spirit:	14

RESOURCES

Effort:	2/2	Duration: 0	Scene: 0	Day: 0
Influence:	2/2	Duration: 0		
Dominion:	0	Spent: 0		
Wealth:	0			

FACTS

Origin: Born and raised in The Thousand Gods under tyrannical rule, Rassius originally learned Theotech from his cult before Rassius aided the Godless in slaying Arkenea.

Career: He's been trained to learn the Godless' Godslaying Techniques. He became a master of martial weapons, and geneally earns his keep by hunting animals in the jungle.

Relationship: He's allied himself with the Godless, whom are now conflicted about his divinity. Additionally, He is inclined to hunt beings that harm or control others, especially those of otherworldly origins (though few to none of his enemies thus far have met him and lived, so his reputation for it is scarce).

OFFENSE

	30' (Run) +1		
Move:	Unarmed Attacks		
Attack Bonus:	http://www.medievalwarfare.info/pics/maul.jpg		
Melee:	War Maul	1d20+5	1d12+4
	https://s-media-cache-ak0.pinimg.com...e649dee007.jpg	1d20+5	1d12+4
		1d20+5	1d12+4
Ranged:	Twin Swords	1d20+3	1d8+2
Fray Die:	http://vignette4.wikia.nocookie.net/...20100927000758		
	Longbow		

1d8

DEFENSE

Armor Class:	1
Armor:	Walk Between The Rain (Gift of Alacrity)
Hit Points:	10

WORDS OF CREATION

Endurance: Heroes of Endurance need not eat, sleep, drink, or breathe, and may set their Constitution score to 16, or 18 if it's already 16 or higher

Might: A Godbound of the Word of Might is tremendously powerful, gaining a Strength score of 19 and a +4 attribute modifier for Strength. This prowess allows them to lift or break anything that is humanly possible to so handle, though truly supernatural feats of strength require the use of a gift or miracle.

Alacrity: Heroes with the Alacrity Word cannot be surprised. They may increase their Dexterity to 16, or to 18 if it's already 16 or higher

DIVINE GIFTS

Remaining Gift Points:1

Might

Amaranth Vitality

Every fifteen minutes you heal one lost hit point per three character levels, rounded up, so long as you are still alive.

Fists of Black Iron

The Godbound's unarmed and weapon attacks are fueled by their tremendous strength. One-handed weapons do 1d10 damage in their hands, and two-handed ones or unarmed attacks made with both hands free inflict 1d12. These attacks count as magical weapons.

Alacrity

Contempt of Distance (2 Points, Sword Gift)

Your movement action can take you to any point in movement range, provided the path is unobstructed and there's a target to hit at the end of the move. A hero could thus dash straight to a rooftop or balcony without navigating the physical route there. Foes too far away to reach in one round can be pursued over multiple rounds, but they must be attacked once reached. This pursuit can even extend into the air, supporting the hero until they defeat their enemy or choose to disengage, whereupon they land safely at a point below.

Your natural AC is 3. You cannot be hit by anything not driven by a purpose unless you allow it; falling objects will never strike you unless some will to

Walk Between The Rain

harm you set them in motion. Traps meant to hit an intruder have a chance to hit you. Armor and shields don't benefit you.

Low Magic & Sorcery

Theotechnology:

Apprentice

Apprentices learn no magic, but become skilled in architecture, tinkering, and the crafting of delicate work such as a jeweler or goldsmith might do. Those of the Thousand Gods focus more on learning of the myriad divinities of the land and their specific powers and servants.

Adept

Adept theotechnicians treat their art as sufficient justification for being able to create minor magic items as described in the Treasures chapter. Each month of their determined labor counts as 1 Dominion point for the creation of a minor magic item, though they cannot create them in bulk as Godbound can or create arms and armor more powerful than those with a +1 bonus. Adepts can identify the function and powers of such minor magic items.

Master

A master theotechnician can fashion up to +2 weapons and armor and at a cost of 1 Wealth point and a week's work they can build a 4 HD minor servitor. This servitor is not sentient, but it will obey the master intelligently.

Archmage

Archmages of the theotechnicians can build +3 weapons and armor and can fabricate 8 HD servitors with a month's work and 2 Wealth points of expenditure. Archmages automatically succeed at all saving throws forced on them by effects generated by minor magical items.

BACKGROUND

Growing up in The Thousand Gods was as difficult as anywhere else; The whims of the peoples' mad creations controlled everyone. Under one such creation, a Din boy was on the path of the Theotechnicians. That ended when that boy - Rassius - lost his parents to their faulty god, Arkenea, whom gave them an undue and tortuous death. After that traumatic experience, Arkenea "generously" allowed Rassius to live. The lad had seen others die at the hands of divine might, but his parents were the final straw. He sought out the whispered-of Godless in order to invite them to slay Arkenea. The diverse group he found was indeed privy to

godslaying techniques, and so in an epic fight Arkenea fell. With their god slain, the remaining followers panicked and scattered into the woods; Most of them were never found. Perhaps other gods killed them; Perhaps the jungle got the better of them. Who knows? As for Rassius, he followed the Godless and joined their ranks. Their philosophies are true to the orphaned boy, and their training was rewarding. He stayed with them for the remainder of his adolescence, learning their ways and training in all available weapons.

Shortly after his 17th birthday, he joined the hunt against another god. This one was named Ren, and he was known to be a sadistic being. It was a difficult battle, since there was no inside help. The party, including Rassius, was captured and tortured. After a few hours of rough treatment, Rassius' wounds began to heal themselves. He felt a surge of divine strength as words of creation appeared before his mind's eye. He knew what he could do; With lightning speed the Divine Godless broke his chains, grabbed the nearest torture implement, and struck the already-injured Ren down before he even realized Rassius had broken free.

After the confusion calmed down, he released his allies, and the many other slaves. He had heard some of the people whispering about him, giving him nicknames such as "Hurricane," "Flash," and "Godslayer." Rassius knew he had some explaining to do on the way back. If he hadn't been with these men since he was a child, they might not have believed him. As Rassius insisted he was still the same man, and that he desired no servants, slaves, nor worshipers, his elders reluctantly accepted him back into their camp. This acceptance was short lived, as his once beloved group of Godless were still wary of him and his newfound divinity. One day after that event, their leader - Everest - asked for Rassius to leave so that the people could think about how they felt about having a Godbound among them. It was clear that Everest was on Rassius' side - He thought that having the power of the gods in the hands of one that understands the strife caused by those already in place would be a great thing for the world. Everest issued a warning that, although the Godless preach that all gods must fall, it would be unwise to charge blindly into battle against one's enemies. He continues by explaining "There may be other Godbound, whom may be of an amicable nature as well - While all of the remaining gods are corrupted by the events of old, Godbound humans may be sane and stable enough to lead a new way. As with all humans, be wary of them, but do not hate them unless they give you reason to." and finishes by telling Rassius to keep his advice private from the other Godless, some of whom are more extremist and have been saying they want Rassius to kill all supernatural threats with his might and then kill himself

And finally, Everest suggested that Rassius make the far trip to Ancalia in order to practice his new skills by hunting dastardly warlords, rampaging undead, and the many remaining Uncreated that had once destroyed the nation, at least while the tribe sorts its feelings out and comes to some agreement about this new Godbound phenomenon.

Zhou_Yu

Jul 18 '16 10:58am

https://s32.postimg.org/c524ly9ud/Rassius_Cropped.jpg

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Zhou_Yu

Jul 18 '16 11:00am

Important Dice and Whatnot

Dice Roll:4d6v1z 4d6v1z 4d6v1z 4d6v1z 4d6v1z 4d6v1z

d6 Results:5, 2, 4 (Total = 11)


d6 Results:4, 5, 6 (Total = 15)

d6 Results:2, 1, 1 (Total = 4)

d6 Results:4, 6, 5 (Total = 15)

d6 Results:2, 5, 3 (Total = 10)

d6 Results:4, 3, 3 (Total = 10)

 [Attributes \(11,15,4,15,10,10\)](#)

All times are GMT -5. The time now is 9:08am.

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