

NURALIE VYXMELDO'A

General

Age: 21	Delver Level: 6 (Effective Level: 11)
Delve Record: 6 Platinum	Special Delves: 1

Vital Stats

Health: 296	HP Regen: 30
Stamina: 160	SP Regen: 16
Mana: 100	MP Regen: 10

Race: Loson

Disciplined

The Loson culture has instilled in you an intense focus towards singular mastery. The first intrinsic skill you gain increases in level 100% faster.

Subrace: Geulon

As a Geulon, you possess darkvision, you can swim as fast as you can run, and your Stealth skill is considered to be 10% higher than listed.

Birth Sign

Lunar Eclipse

You were born in the same shadow that touched the moon, granting you long strides across darkness. Your movement speed increases as the ambient light level decreases, with no bonus in direct sunlight up to a maximum of 100% bonus movement speed in total darkness.

ATTRIBUTES

Strength	10	Trait (10): The leverage you are able to produce when performing feats of strength
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		<p>is increased considerably.</p> <p>Draw Weight (10) Your Strength score is considered doubled when used to fire a bow or other ranged weapon requiring STR.</p>
Agility	26	<p>Melt Into Shadow (10) So long as you are in dim light or lower, you gain an additional bonus to your Stealth equal to your AGL.</p> <p>Keen Hands (20) When crafting, products that require dexterous manipulation to produce are X% more effective, where X is your AGL.</p>
Speed	10	<p>DODGE! (10) The number of dodges you can perform within 6 seconds is increased by 1 for every 10 points in SPD.</p>
Fortitude	16	<p>Trait (10): You gain 90% reduction to mundane damage.</p> <p>No First Blood (10) Whenever you would take damage, you can choose to reduce that damage by an amount equal to your FOR * 2. If you do, you cannot use this ability again until the next dawn.</p>
Intelligence	28	<p>Rote Memory (10) You understand not only the academics, but the kinesthetics behind your crafts. Your crafting speed is increased by 2% per INT when using manual tools.</p> <p>Calculated Shot (20) When aiming, add your INT to your attack roll when determining whether you hit. This bonus does not apply to damage.</p>
Wisdom	10	<p>Keen Sight (10) Your WIS is considered doubled when used for visual perception.</p>
Charisma	5	
Luck	2	

PASSIVES (2/4)

Tolerance	You are immune to your own poisons and poisons you ingest intentionally, and gain 50% resistance to Toxicity from other sources.
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	If a potion you make would have both positive and negative effects, you are immune to the negative ones.
Street Chemist	<p>Whenever you consume a potion that you created, you can choose one of the following effects. These effects do not stack, and if you choose a different effect later, the original is lost.</p> <ul style="list-style-type: none"> ● Stimulants. Your movement speed and reaction time are improved by 50% for 1 minute. ● Nootropics. Your INT skills are 20% more effective for 1 minute. ● Anxiolytics. You gain 50% resistance to mind-altering effects for 10 minutes. ● Adrenergics. Your STR and AGL scores swap for 1 minute. If your STR and AGL are the same, add +10 to one of them. ● Analgesics. Pain is no more than a mild annoyance to you for 10 minutes.

ACTIVE SKILLS (6/10)

<p>Target Analysis 5 mana Divine</p>	<p>You can examine another creature to determine various stats, such as their current and maximum HP, mana, or stamina, what kinds of damage they are most resistant or vulnerable to, or which status effects they are strongest or weakest against. The amount of information you gain is determined by your INT and is opposed by their CHA.</p>
<p>Transmutation Variable mana Physical</p>	<p>You can turn one substance into another. The amount of substance you can transmute at once is determined by your Physical skill, and the complexity of the substance is determined by your INT. Both can be augmented by expenditure of mana.</p>
<p>Night Strike 3 stamina Physical / Spiritual</p>	<p>You can cause any thrown weapon or the ammunition you fire from any ranged weapon to become silent and invisible until it strikes its target. The attack makes no sound when fired using this skill.</p> <p>Attacks made with this skill deal bonus Spiritual damage equal to your INT.</p>
<p>Hunger Shot 1 stamina /second Physical / Spiritual</p>	<p>Take aim at a target and charge this skill for any length of time. Upon firing, you make one ranged weapon attack against the target for every five seconds this skill was charged. These attacks occur in rapid succession. All bonuses applied to this skill, your attack, your weapon, or your ammo, apply to each attack made this way, regardless of whether the bonus is restricted to a single attack or projectile.</p>

<p>Shadow Walk 5 mana Physical / Spiritual</p>	<p>While in dim light or lower, you may teleport to another area of dim light or lower that you can see within X feet, where X is 5x your Physical or Spiritual magic level, whichever is higher. This teleportation is completely silent.</p>
<p>Venomous Escalation 10 mana Physical / Spiritual Cooldown: 1 hour</p>	<p>Make a Physical or Spiritual magic attack against a target. If successful, double the Toxicity from the chosen school on a target. This affects all statuses which include the keyword Toxicity.</p>

INTRINSIC SKILLS (6/10)

<p>Spiritual</p>	<p>12</p>	<p>You are attuned to the Spiritual school of magic, and automatically gain this skill at Creation. Bonuses from Spiritual vary by skill.</p> <p>Sense Life (10) You can sense the presence of living things within a number of feet of you equal to 2x your skill level. Practice can hone your ability to determine distance and direction.</p>
<p>Alchemy</p>	<p>30</p>	<p>This skill improves the potency and effect duration of all alchemical compounds you create by 1% per skill level.</p> <p>Pocket Healer (10) Your potions that restore health are 1% more effective per skill level and you can craft them 1% faster per skill level.</p> <p>Stacking DoTs (20) Whenever you apply toxicity with a poison, the total toxicity on the target increases by 1% for every poison currently affecting them.</p>
<p>Stealth</p>	<p>21</p>	<p>This skill improves your ability to stay hidden and avoid detection.</p> <p>Shroud of Shadows (10) While in darkness, you become increasingly translucent, making you even harder to detect by sight. The darker the shadow you occupy, the more translucent you become with a maximum percentage of opacity reduction equal to your skill level. At level 100, while in shadow, you are completely invisible.</p> <p>Move Through Shadow (20) While in dim light or lower, your movement speed is increased by 1 foot per level of Stealth. You may take the active skill Shadow Walk.</p>
<p>Archery</p>	<p>25</p>	<p>This skill improves your accuracy with bows, and the damage you deal with</p>

		<p>bows is increased by 1 per level.</p> <p>Longshot (10) Your range with bows is increased by 2 feet per level of Archery.</p> <p>Sniper (20) When aiming, the bonus damage you receive from Archery is doubled.</p>
Machinist	10	<p>This skill improves your ability to craft simple and complex machines.</p> <p>Gadgetry (10) Utility items you produce with this skill are 1% more effective for each level of Machinist.</p>
Physical	10	<p>This skill improves your skill with the Physical school of magic. Bonuses from Physical vary by skill.</p> <p>Rot (10) When applying normal Toxicity to a target, increase the amount applied by 1 for each level of Physical.</p>
Divine	10	Unselected

DIVINITY

The Eschenden

Revelations

Revelation of Distinction	[REDACTED]
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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 gain +1 to LCK.
Arrow with a Name on it	You crafted an item that possessed power well beyond what you should have been capable of given your skill level. You immediately gain +5 to both your Archery and Alchemy intrinsic skills.

Amphibian Arboretum	<p>You won't stop trying to put frogs into your inventory, even though you KNOW it won't work. You've been doing it for over a year now. Why? You know what, nevermind. Here: You may now dedicate up to 25% of your inventory space as a pleasant and livable environment for amphibious creatures.</p> <p>If you tell anyone how you got this achievement it ceases to function. Can't have everyone badgering us to build greenhouses in their dimensional storage. Your frogs will come back out safe and sound, though. We're not cruel...</p>
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LANGUAGES

Loson'binora

Hiwardian

Imperial

NOTABLE EQUIPMENT

Bow of Yearning

Magic Longbow

Forged by the renowned bowmaker, Altarea Ravvenblaq, from the essence of a divine avatar's soul, this bow possesses a powerful hunger to sate all of your worldly desires.

Requirements

Divine 10, Archery 20, AGL 20

Effects

- 1) By spending 1 mana, you may make any attack fired from this bow deal Holy damage.
- 2) You may take the active skill Hunger Shot.
- 3) The bow hungers.

BASIC POTION BELT LOADOUT

Healing Potion (473 HP Regen)

A simple potion that increases the user's health regeneration by an amount equal to your $(INT*10)/hr$.

$$(28*10)*(1+30/100)^2 = 473.2$$

INT, [Alchemy level](#), [Pocket Healer evolution \(Alchemy 10\)](#)

Mana Potion (182 MP Regen)

A simple potion that increases the user's mana regeneration by an amount equal to your $(INT*5)/hr$.

$$(28*5)*(1+30/100) = 60$$

INT, [Alchemy level](#)

Berserker Potion (36 minutes)

Toxicity 10

A combat enhancing potion that doubles all melee damage dealt for a number of minutes equal to your INT. During this time, the mana and stamina cost of all INT-based skills is doubled, and physical resistances are reduced by 5.

$$(28)*(1+30/100) = 36.4$$

INT, [Alchemy level](#)

Potion of Clarity (≤ 28 , 1.3 hours)

Toxicity 5

A cleansing potion that cures all hostile mind-altering effects with a potency equal to or lower than your INT and grants the user +50% resistance to hostile mind-altering effects for 1 hour.

$$(1)*(1+30/100) = 1.3$$

Hour(s), [Alchemy level](#)

POISONS

Nerve Gas (72)

A disrupting toxin that reduces the target's effective STR, AGL, and SPD by 50% as long as they are toxic. The toxicity/min of this poison is equal to your INT*2.

$$(28*2)*(1+30/100) = 72.8$$

INT, Alchemy level

Hemotoxin (72)

A draining toxin that reduces a target's stamina regeneration by an amount equal to their total toxicity for as long as they are toxic. This can cause stamina regeneration to become negative. The toxicity/min of this poison is equal to your INT*2.

$$(10*2)+(1+20/100) = 72.8$$

INT, Alchemy level

Metabolic Suppressant (72)

A halting toxin that disables the target's health regeneration for as long as they are toxic. They can still be healed by spells and other magical effects, but not by potions or other effects that increase health regeneration. This poison's toxicity/min is equal to your INT*2.

$$(10*2)*(1+20/100) = 72.8$$

INT, Alchemy level