

Voxait Irrigo

Voltairemortis

Classpect: _____ of _____ Land: The Land of Lords and Despair Dream Location: Kingdom of Prospit	Current XP: 0 XP / 20 XP (next level)
	Echeladder Rung: Delicious Friend God Tier: N/A
EsperHandle: voltaireMortis	Race and Gender: Male Violetblood
Ability scores: Str: 8 (-1) Int: 14 (+2) Dex: 14 (+2) Wis: 13 (+1) Con: 10 (+0) Cha: 15 (+2)	Resistances: Fortitude: 9 Reflex: 14 Will: 14 (Prof)

Combat Quick Reference

HP: 15/16 AC: 10+2 = 12	Psionic Slots: Minor - 1/1 Major - 0/0
Proficiency Bonus: +1	Initiative: +2
Hit Dice: 1d6 Left: 2/2	Dream Self HP: 0/0
Ammunition Remaining: 1/1	Effects: None
Racial or other Special Abilities: Heritage, Highblood resistance	

Strife Specibi

Specibus Name	Attack Name	Damage	Attack Description
Riflekind (A well kept mechanical sniper rifle) +3 to hit	Snipe	Td6+2	Major action: Make a ranged attack roll against a single target. Decrease rounds by one. Range:50/120
	Reload	n/a	Minor action: Increase rounds by one.
Chainsawkind (A whirlygig) +0 to hit	Rev up	n/a	Major action: Increase charges to max. This is not considered an attack and must be done as a major action. After 10 rounds, reduce charges to 0 if Rev up is not used again.
	Gore	2Td4+0	Major action: Make an attack against an enemy in melee range. Decrease charges by one. This attack adds your proficiency modifier to damage.

Major Psionics (+3 to hit)

Power Name	Subpower	Power Description
Dominating Mind control (120ft)	Betrayal	At Will: Make a psionic attack roll against a target's Will resistance, you may force the character to instantly make a single basic attack against another character as a free action. This attack can't benefit from path features.
		Minor Slot: As above, except you may force the character to make an attack against themselves, or force them to perform any action that would require a minor action, provided this action is not extremely objectionable to the victim. (Anything directly harmful to themselves, i.e. dropping off a cliff, throwing their weapons away)
	Dominate Person	Major Slot: Make a psionic attack roll against a target's Will resistance. If you break resistance, you take control of the character. On each of your turns you have to make a psionic attack roll against Will resistance to maintain the control. It has a maximum duration of P rounds. You control only the conscious, and you can't force the character to commit suicide or to do anything that it would consider otherwise impossible. If you or your allies have taken a hostile action against this character or any of its allies within the last hour, you have disadvantage on your psionic attack roll.
	Hypnotize	At Will: For one minute, a creature that is not hostile regards you as a friend, giving you advantage on Charisma checks with them. When the effect wears off, the creature realizes that you used mind control on them.
		Minor Slot: Make a psionic attack roll against a character, targeting Will resistance. If you break resistance, you place a subtle idea for a course of action that the creature should take. The suggestion cannot directly harm the creature, although it may harm indirectly. For example, they won't jump off a cliff or stab themselves on a spear, but they could for example insult someone or pick a fight they normally wouldn't. When you cast this power you must also set a condition on which the effect triggers. The effect can be obvious or more subtle. This effect lasts for eight hours or until it is triggered.
		Major Slot: Over the course of one minute make a psionic attack roll against a character's Will resistance. If you break resistance; plant a lie, opinion, idea or emotion in the target's mind. The target believes this thought to have sprung from their own mind and tends to support such thoughts, except where they are outlandish and ridiculous. If the target welcomes this thought, appreciates it, or would normally support it then it lasts until the target disagrees with it, otherwise it lasts for P hours.
Electrokinesis (60ft)	Fascinate	Minor Slot: Make a psionic attack roll against a character within ten feet that is not hostile, targeting Will resistance. If you break resistance, the character is incapacitated and has a movement of 0. On each of your turns, you must spend your major action to keep the target hypnotized. The target breaks free if it takes any kind of damage, if a creature spends a major action to shake it free, if you don't spend a major action to maintain the hypnosis, or if the creature has been fascinated for one minute.
		Major Slot: Fascinate can be used on a hostile creature.
	Chain Lightning	At Will: Make a ranged psionic attack roll against Will resistance, if you succeed deal Pd8 lightning damage to an enemy. Minor Slot: The lightning chains to two more targets within 30 feet. Your original attack roll applies to the resistance of all targets.

Skills

Name	Mod + Prof. = Total	Name	Mod + Prof. = Total
Athletics (Str)	-1	Insight (Wis)	+1
Endurance (Con)	+0	Medicine (Wis)	+1
Acrobatics (Dex)	+2	Perception (Wis)	+1
Sleight of Hand (Dex)	+2	Sanity (Wis)	+1
Stealth (Dex)	+3 (Prof)	Survival (Wis)	+1
Engineering (Int)	+3 (Prof)	Deception (Cha)	+3 (Prof)
Investigation (Int)	+2	Intimidation (Cha)	+2
Occult (Int)	+3 (Prof)	Persuasion (Cha)	+3 (Prof)
Animal Handling (Wis)	+1	Perform (Cha)	+2
Concentration (Wis)	+1		

Pillar & Paths

Pillar: Specialist	Specialists choice: Skill sage
Path Feature 1	
Path Feature 2	
Path Feature 3	
Path Feature 4	
Path Feature 5	
Path Feature 6	
Path Feature 7	
Path Feature 8	
Path Feature 9	
Path Feature 10	

Equipment

Location	Item	Description/Effect	Location	Item	Description/Effect
Head	An Exceptional Hat	A whale made top hat that mostly goes unworn a lovely memento however.	Necklace	Loosely worn Violet Tie	To keep stylish with
Torso	Black Suit Jacket over a Grey Shirt	Not particularly warm, nor many pockets but it is fashionable and comfortable. (Light armor)	Rings	None	None
Legs	A Pair of Black Jeans	Well worn and whale made.	WWrists	None	None
Feet	Mirror-Polished Black Shoes	Stylish but comes with the drawback of getting an unwanted view of my own face from time to time.	Face	Black Rimmed Glasses (Heritage)	Allows detailed vision beyond 10ft. Also adds +1 to all psionic rolls

Sylladex

Type: Puzzle Modus

Description: Objects can be pulled out by choice but to store requires them to be orientated according to size and shape within a grid system.

Inventory:

- None

<i>Grist Cache</i>					
Build	Tier I	Tier II	Tier III	Tier IV	Tier V
0	0	0	0	0	0
Tier VI	Tier VII	Tier VIII	Tier IX	Tier X	Special
0	0	0	0	0	0

<i>Gates & House Building</i>	
Total Build Grist Spent: 0/50 (next tier)	House Tier: 1
Room Name	Room Description

<i>Character</i>
Personality • Introverted when on his own but forces himself to be more extroverted when with others but over protracted periods will begin to mentally close up and introvert once more • VVery prideful in his work and actions and will often attempt to act as some form of leader, despite this he constantly expects to mess up when it counts and suffers from a degree of self loathing • Incredibly stubborn as a result of his pride only whale argued logic diverts him from his path once his mind is set • Much more logical than emotional; understands the need for emotions but when it comes to decision making emotion shouldn't be a factor • Something of a neat freak, although possibly not to outside eyes, as everything is kept in a somewhat bizarre order • Loves tinkering with the mechanical but generally leaves his current plaything half finished as something new draws his attention, one of the dryer rooms in his hive is essentially a workshop for half finished devices • Will always attempt to remain polite under all circumstances but swears with a very high degree of frequency • Speaks in a tone of voice that would suggest near constant sarcasm • He is very slow to anger but grows irritable fairly quickly, especially when people are being deliberately slow or obtuse • Tends to go out of his way to avoid getting hurt and REALLY doesn't want to die, he is far more likely to flee than sea a fight through when things start going south,

HOWEVER he would never abandon those he's fighting with or if he's being watched, his sense of pride wouldn't allow it

- Has, *rarely*, been prone to bouts of eccentric madness acting in complete defiance of his standard personality, this usually ends with him getting very badly hurt which generally sets him straight

Quirk: Speaks with the weird accent that many vviioletbloods do but makes an effort not to drop the end of words, has a tendency to talk far too much and as a result he wwill go on for a lot longer than he should without stopping; he also makes an attempt to use decent grammar, punctuation, and spelling. Not really a fan of puns.

Looks: Voxait is a fairly short and thin for a troll with an angular face, his hair is slightly wavy and he tries to keep it combed, but it sometimes likes stick up at weird angles. His horns are jagged and bend backwards with his hair, but his left horn is about half the length of the right horn, a fact which annoys him greatly owing to a lack of symmetry. He keeps his attire whale kept and enjoys his rather formal look.

Symbol: [Correspondence](#)

Sprite: [Adorable](#)

Backstory

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Relations to other characters

- <https://docs.google.com/spreadsheets/d/1tbg0cvM05lZvOC864bOQ1OWQNHABAZcCJYDcZS1s9Gw/edit#gid=30996563>