

Name

Tayir

Species

Phantasmal Crow

Personality

Tayir as an orphaned summon. Some magic-user or magician used illusory beings to create a small army, including creatures for combat, scouting, support, and such, filling all roles necessary on the battlefield. Tayir was created when combining an illusory body with a bound summoned intelligence from another plane. After several years in service, Tayir escaped when its master was defeated in combat. As such, Tayir is here to fight corrupted or hostile intelligences from other worlds that do not belong. Overall, though, it is a moderately solitary creature, happy to cooperate with others, but it is more mission-oriented than socially oriented.

Appearance

Tayir has two common appearances. Out of battle, it is one relatively small avian of indeterminate size, appearing as a blue mostly two-dimensional creature. Its edges are blue-white lines, marked with starlike points akin to an old stellar almanac of the constellations. The enclosed area is semi transparent, but darker, with similar, dimmer starlike points visible inside. During combat, Tayir separates into a half-dozen similar bodies, which all seem identical, and they act as a flock or swarm, harrassing targets and splitting up as necessary. Tayir is a one-way telepath, and communicates through the mind.

Class	Assassin			Function	Stat	Total	24/24
LVL	1	ELVL	1	Defending	CON	4	4
HP		42	8	Attacking	RES	4	4
SHD		0		Utility	STR	0	0
CAP	2	11		Initiative	DEX	8	8
Initiative		13	4	Health	INT	8	8
Unencumbered		2		Healing	SYN	0	0
Move		2					
Range		0					
Class Ability	Skilled						
Assassins gain an additional SP per level.							

Programming Stats										
LVL	1									
WTMo										
DEF	0%	<input type="checkbox"/>	20%							
DR	1									
StatCa	9		StatCa	8		StatCa	1.2			
PPSta	2		PPLVL	2						
APSta	4		APLVL	2						
SPSta	6		SPLVL	4						

Weapon	Phantom Claws	WT	0	ELVL	1
Damage	1d4+0.5RES	Healing			0
Ability					

Shield		WT	0	ELVL	1
DEF	0%	Wing Buffet			
Ability					

Armor	Displacer Field	WT	2	ELVL	1
DR	1	1 DR against all attacks			
Ability					

Accessory	Name	WT		ELVL	1
Ability					

Accessory	Name	WT		ELVL	1
Ability					

Perk	<b>Natural Auras</b> Skills do not suffer from cooldowns.
------	--

Perk	<b>Luminous Body</b> When poison or burn is inflicted, reduce stack size by 1 each before calculating damage. This applies to other similar damage-over-time effects.
------	--

Perk/Flaw	<b>Aura Toggle</b> One skill is activated at the start of each turn. Only one skill may be active at a time.
-----------	---

Flaw	<b>Phantasmal Constitution</b> During combat, SHD may not be gained, and lost HP may not be restored. SHD Capacity = 0
------	---

Flaw	<b>Name</b>
------	-------------

Passive	Flier	PLVL	1
Lvl 1	Initiative increased by 0.5 DEX. This no longer takes effect if encumbered		
Lvl 2	Initiative 0.75 DEX		
Lvl 3	Initiative 1.0 DEX		
Lvl 4			
Lvl 5			

Passive	Luminous Body	PLVL	1
HP Scaling is increased by 10% Base HP are gained equal to INT			
Lvl 1	HP Scaling is increased by 10% Base HP are gained equal to INT		
Lvl 2	1.5 INT		
Lvl 3	HP Scaling increased by another 10%		
Lvl 4	2.0 INT		
Lvl 5	HP Scaling increased by another 15%		

Passive	Name	PLVL	
Lvl 1			
Lvl 2			
Lvl 3			
Lvl 4			
Lvl 5			

Passive	Name	PLVL	
Lvl 1			
Lvl 2			
Lvl 3			
Lvl 4			
Lvl 5			

**Action** Skirmish **ALVL** 2

Gain 0.25 STR points of DR this turn

Lvl 1	Gain 0.25 STR points of DR this turn	MOV -1	Lvl 6	DR gain 0.35 STR
Lvl 2	MOV reduced by 0		Lvl 7	DR gain 0.45 STR
Lvl 3	MOV increased by +1		Lvl 8	Clears Anchored on self
Lvl 4	Gain Shield's Defense this turn		Lvl 9	DR gain 0.55 STR
Lvl 5	MOV increased by +2		Lvl 10	DR gain 0.75 STR

**Action** Swarm Tactics **ALVL** 3

Inflicts Anchored on Self. For this turn, gain Shield's Defense + 15%

Lvl 1	Inflicts Anchored. Shield Defense + 5%		Lvl 6		30%
Lvl 2		10%	Lvl 7	Delivers backlash damage equal to RES/2	
Lvl 3		15%	Lvl 8		35%
Lvl 4		20%	Lvl 9		40%
Lvl 5		25%	Lvl 10	Backlash damage inflicts Reduce 1	

**Action** Tactical retreat **ALVL** 1

May change aura mid-turn, at a chosen initiative no higher than the natural initiative.

Lvl 1	Mid-turn Aura Change		Lvl 6	-
Lvl 2	-		Lvl 7	Increases two allies
Lvl 3	-		Lvl 8	-
Lvl 4	Increase an ally at 0 range by 1, this turn only		Lvl 9	-
Lvl 5	-		Lvl 10	Increases all allies at 0 range

**Action** Name **ALVL**

Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

SP 10 10

Skill Shadow Escort CD NA SLVL 4

Allies acquire a blue shadow, accompanying their bodies like a shadow image following their actions. Essentially, each character receives a bird escort that allows Tayir to aid them directly.. tying them into the advantages of the telepathic network of birds, giving them vision from a dozen angles, and providing assistance in both offense and defence. Knowing exactly where the enemy is and what they're doing, inserted telepathically into the brain, is a significant advantage. This Aura provides Enhance and Fortify on all allies in the same zone for one turn.

Lvl 1	Aura affects 2 friendlies in melee	Lvl 6	
Lvl 2	Aura affects all friendlies in melee	Lvl 7	
Lvl 3	-	Lvl 8	
Lvl 4	Aura also provides Enhance	Lvl 9	
Lvl 5		Lvl 10	

Skill Murder Aura CD NA SLVL 2

Instead of being observers or supporters, the flock of images dives upon enemies and attempts to cause damage with their illusory claws. A small amount of PURE damage is done to all targets in melee.

Lvl 1	0.1 RES damage, Min 1, AoE	Lvl 6	-
Lvl 2	0.2 RES AoE	Lvl 7	Removes Regenerate, if present
Lvl 3	0.3 RES AoE	Lvl 8	-
Lvl 4	0.5 RES AoE	Lvl 9	-
Lvl 5	-	Lvl 10	Blocks ability to heal others.

Skill Name CD SLVL

Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

Skill World of Shadow CD NA SLVL 4

The flock of images will swarm and harass enemies, obstructing their vision and rendering it far more difficult for them to successfully defend themselves. This also hinders their abilities to inflict damage, by having a dozen bodies interfere with strikes or motions, or by simple distraction and vision-blocking. Aura inflicts Fragile and Enfeeblement on all hostiles in melee lasting one turn.

Lvl 1	Aura affects 2 targets in melee	Lvl 6	
Lvl 2	Aura affects all targets in melee	Lvl 7	
Lvl 3	-	Lvl 8	
Lvl 4	Aura also inflicts Enfeeblement	Lvl 9	
Lvl 5		Lvl 10	

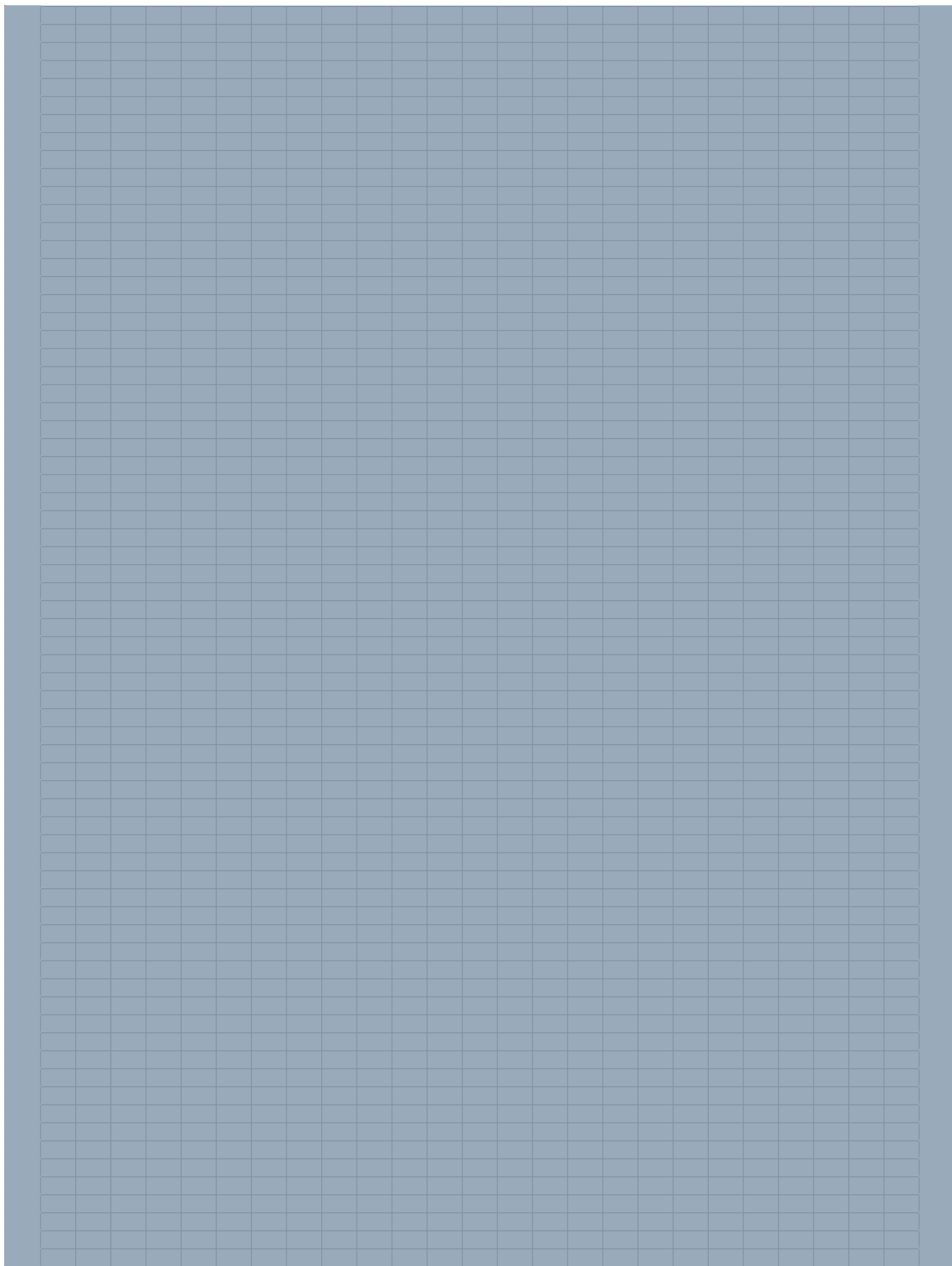
Skill Name CD SLVL

Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

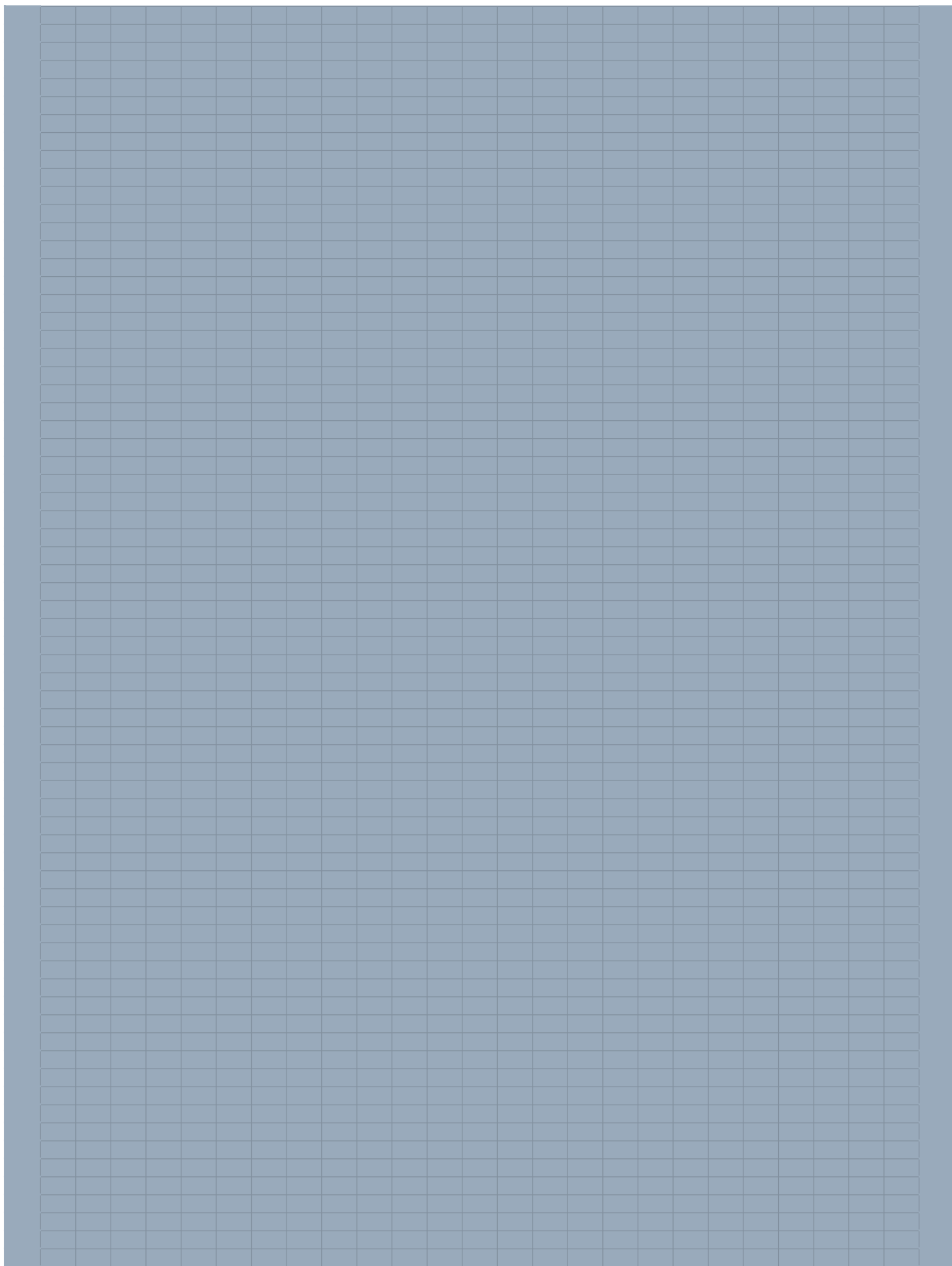
Skill Name CD SLVL

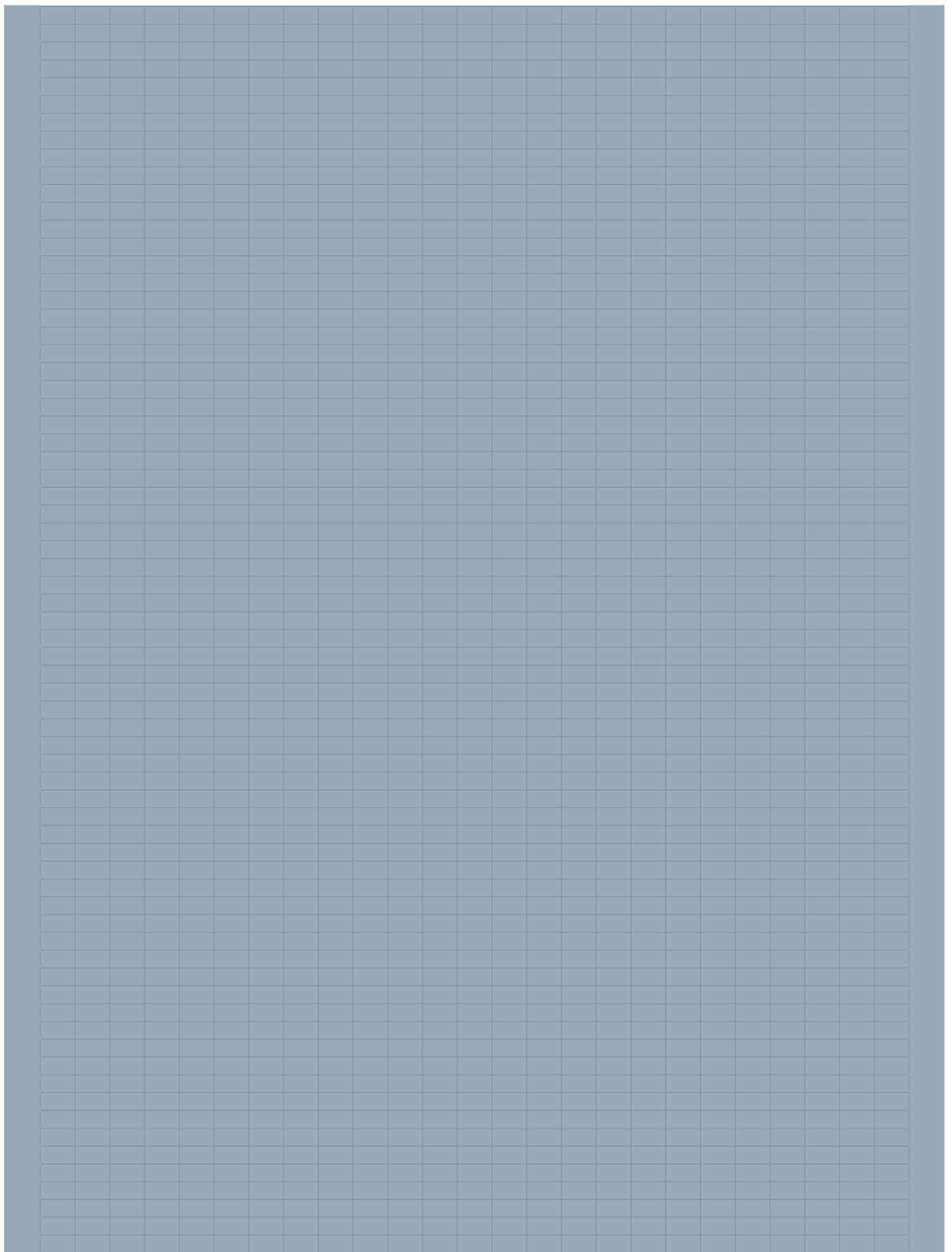
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

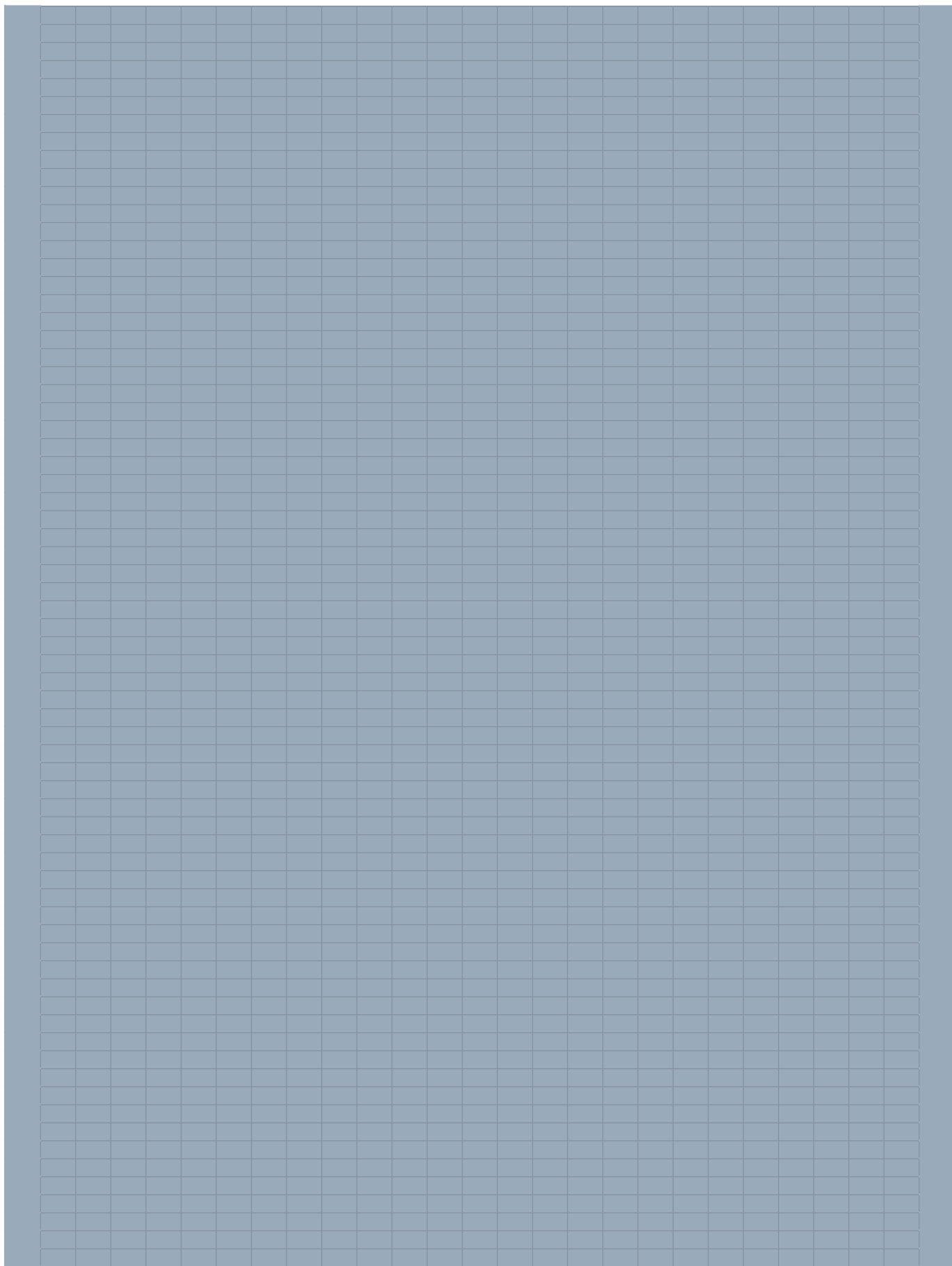


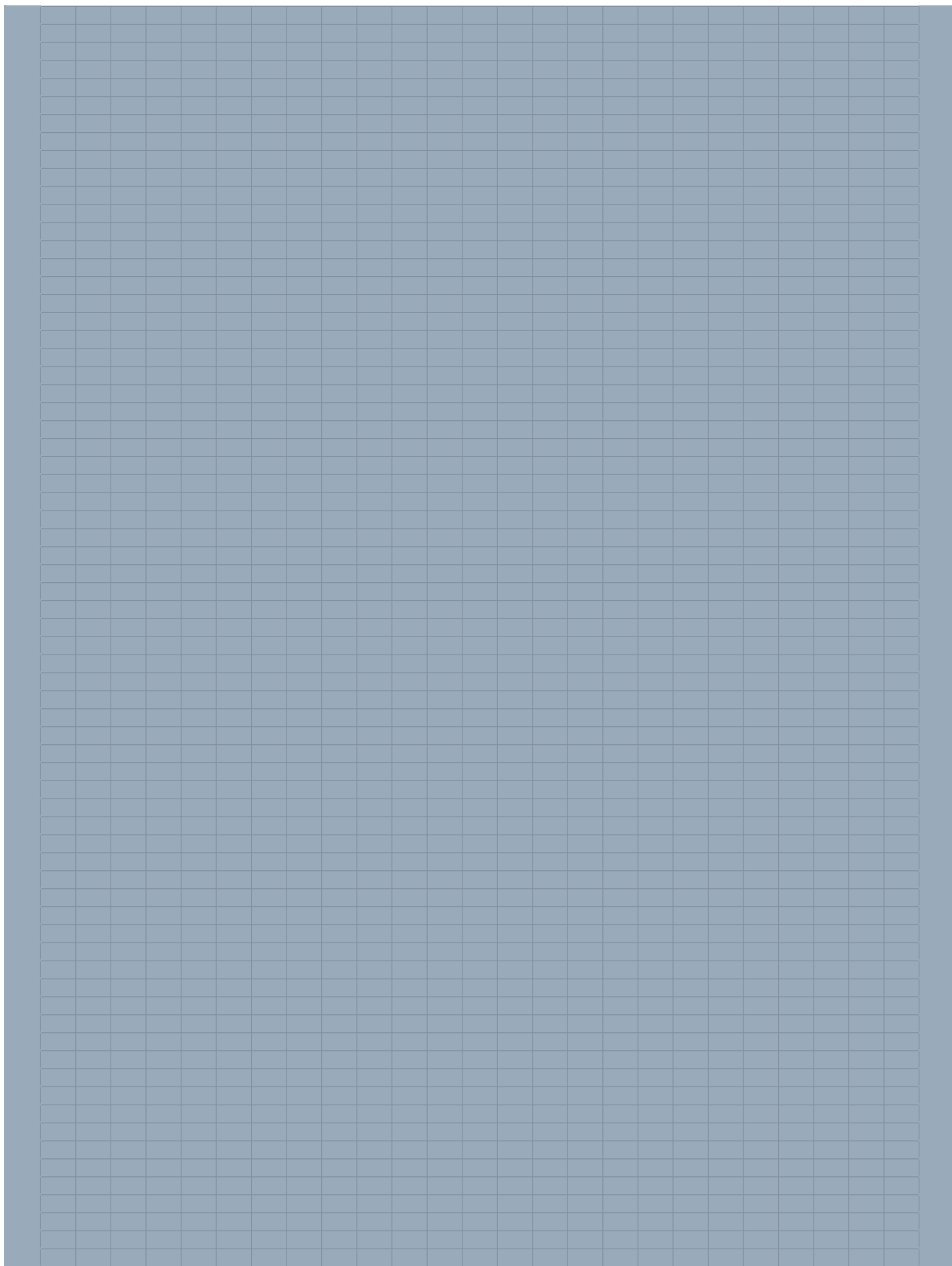


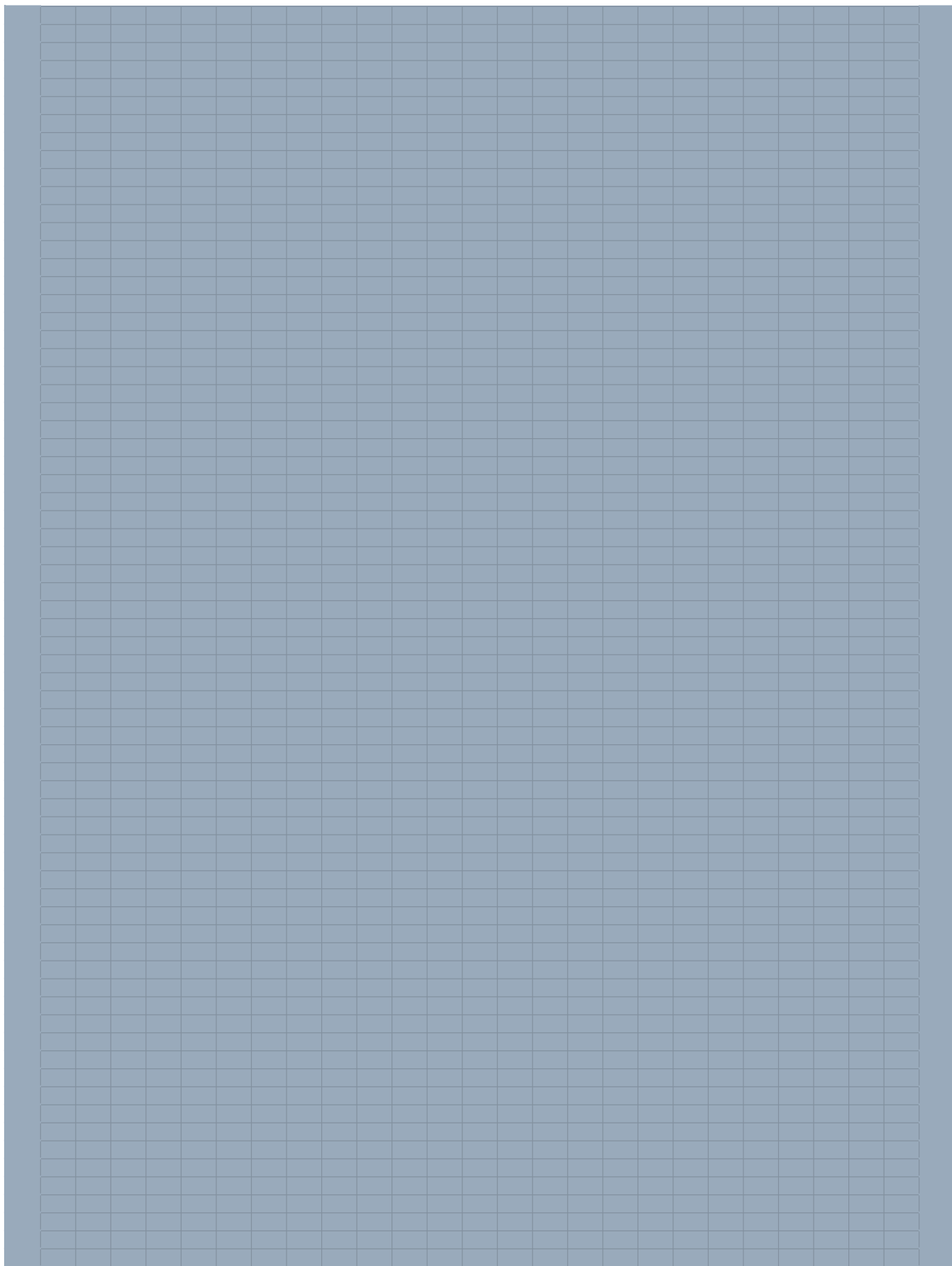


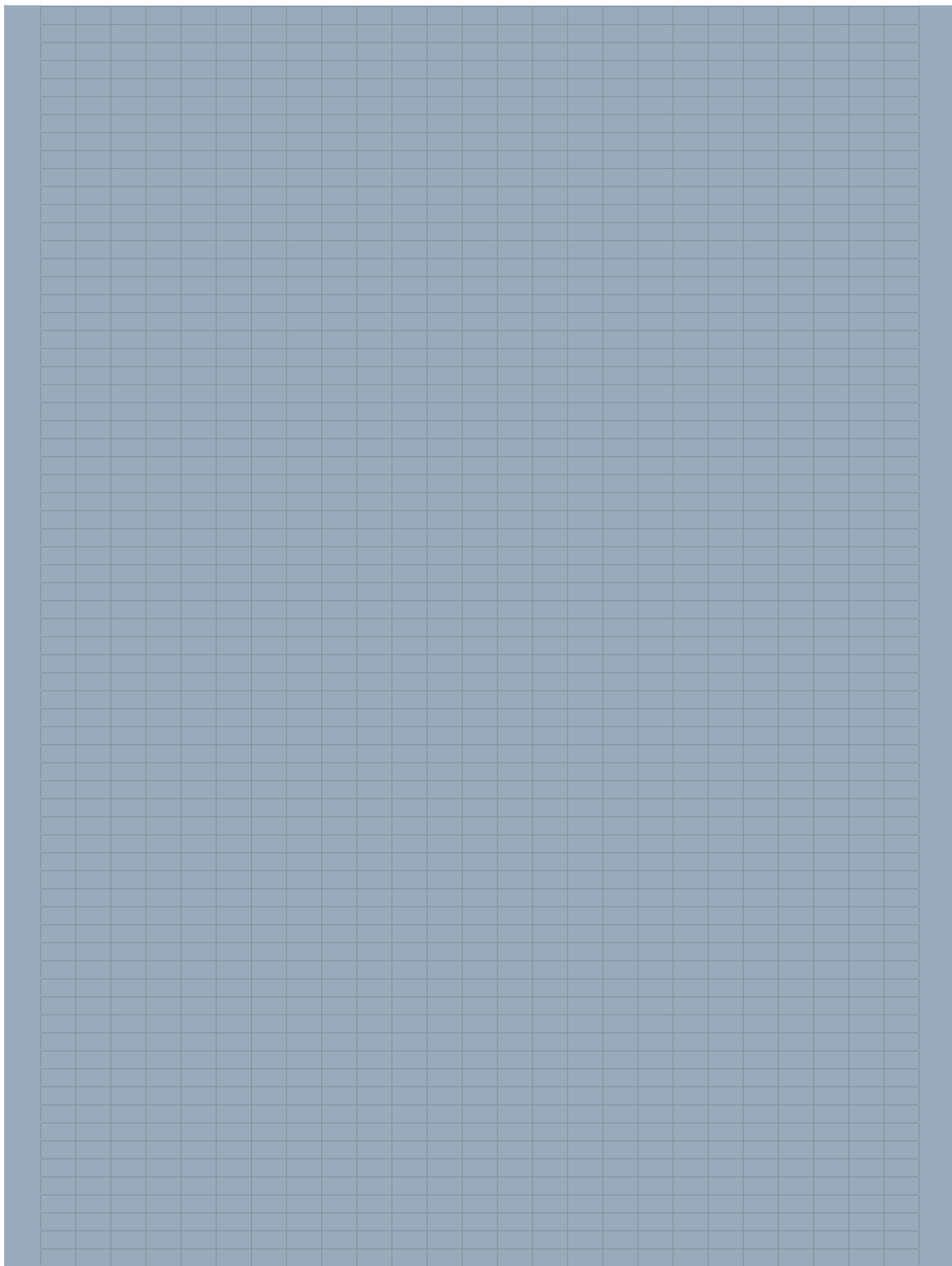


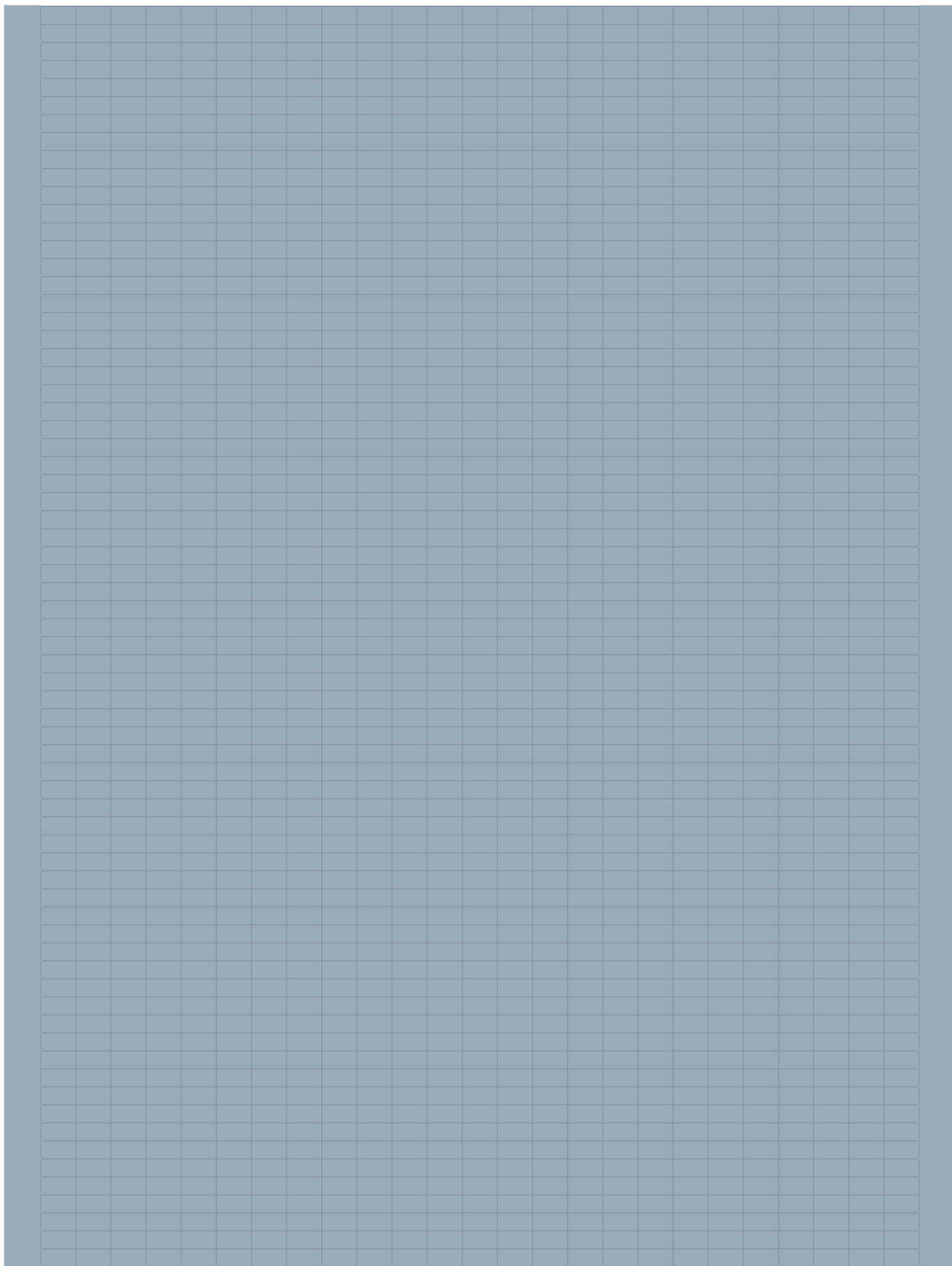


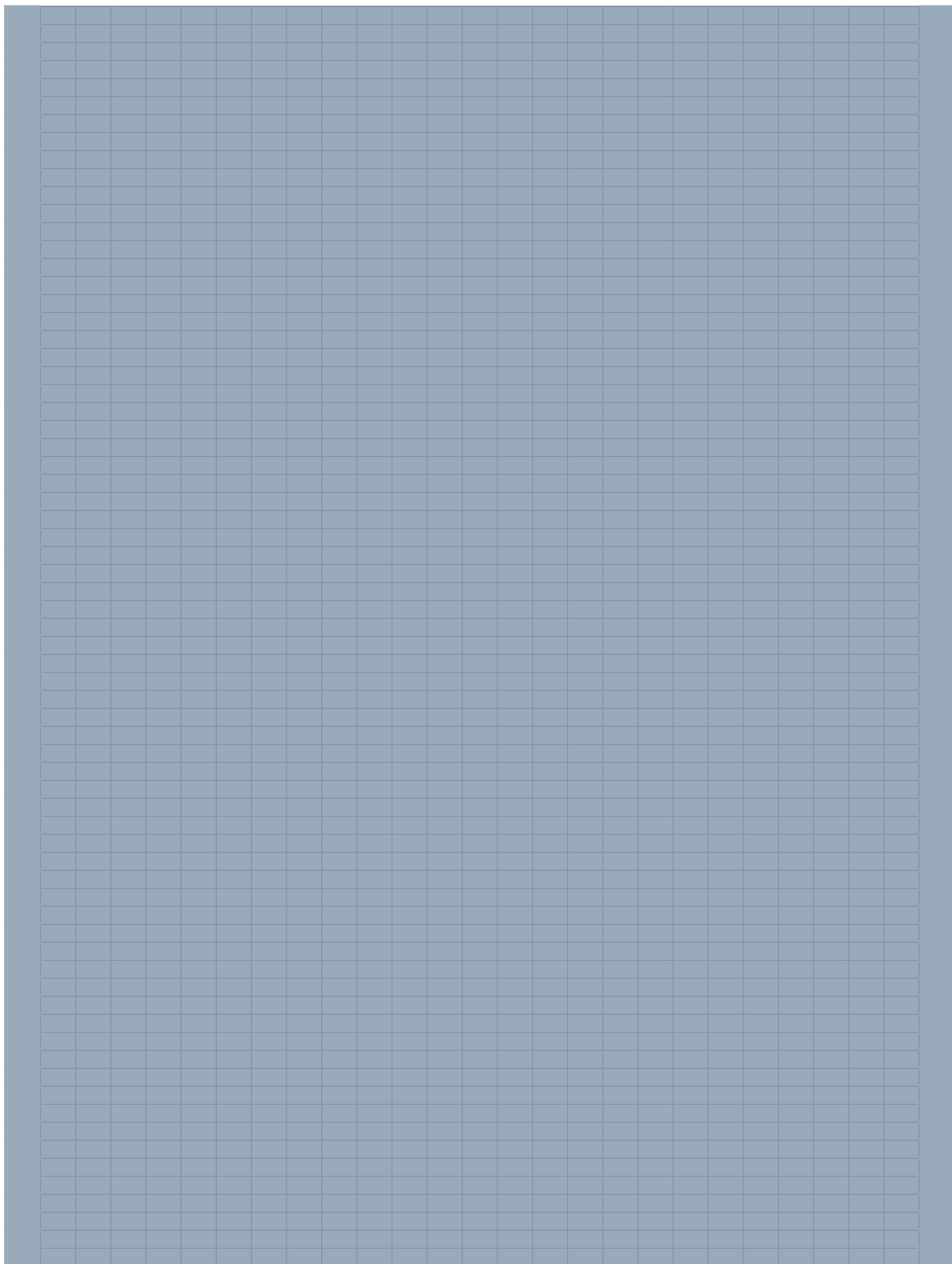




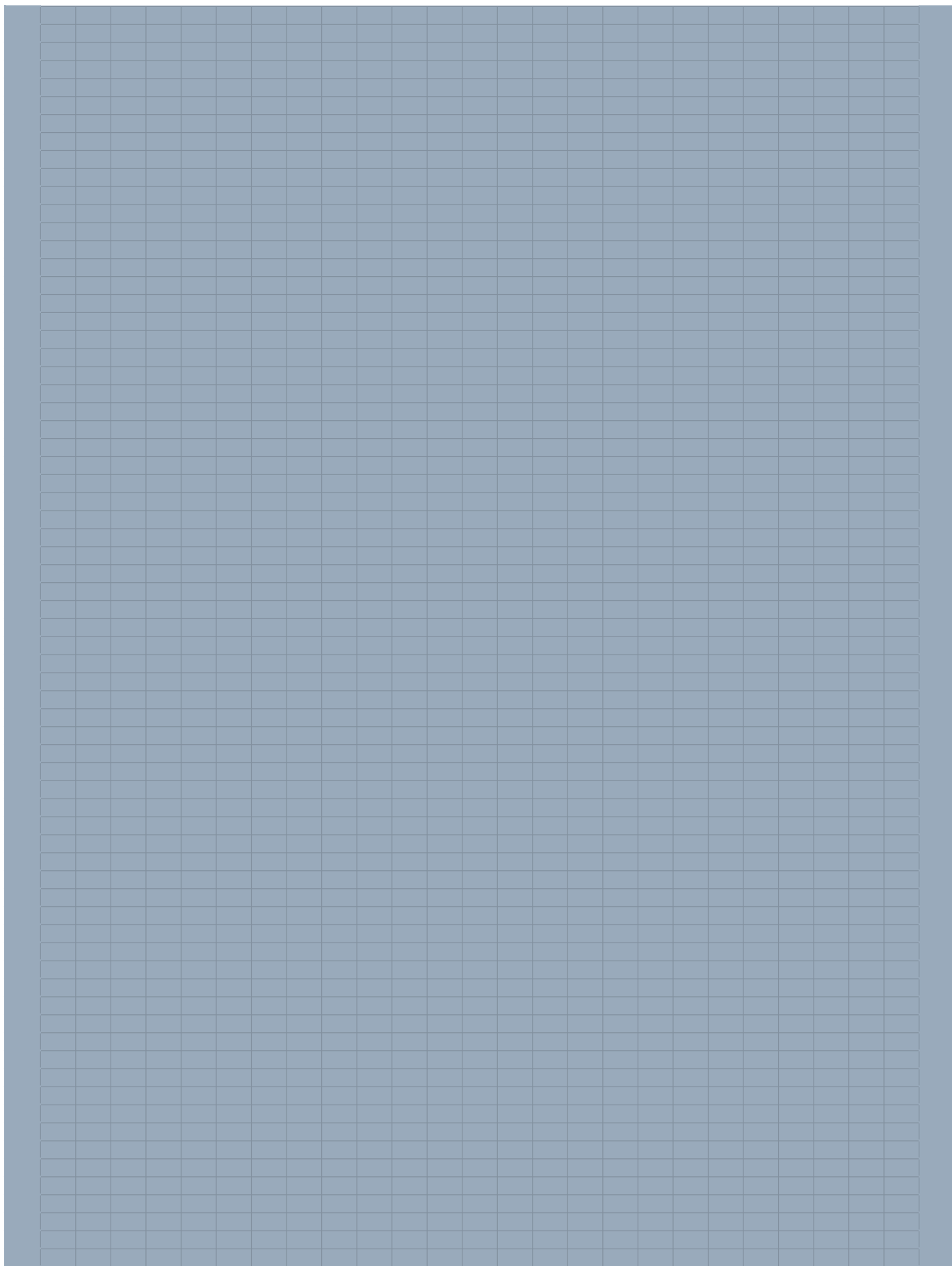


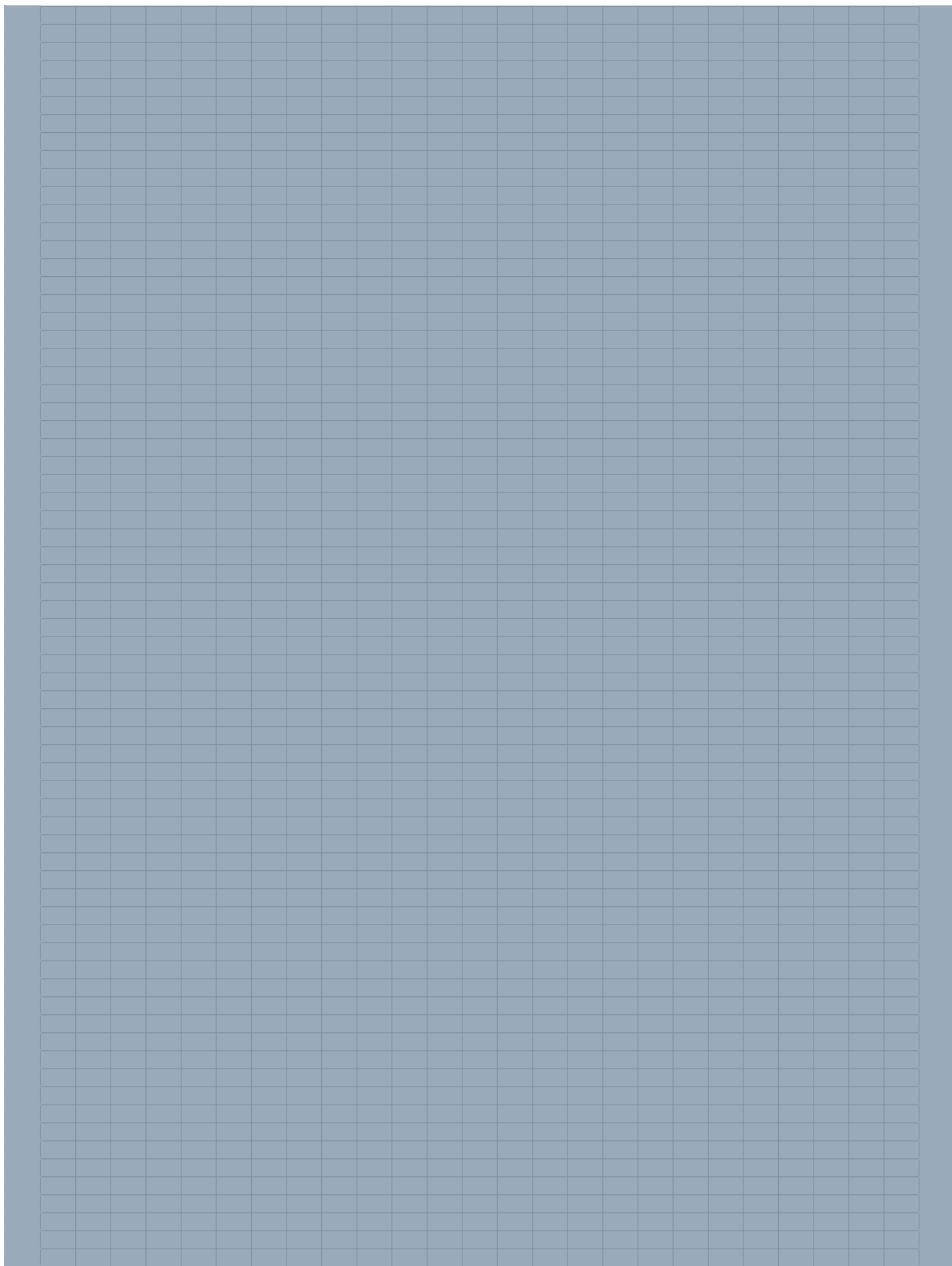


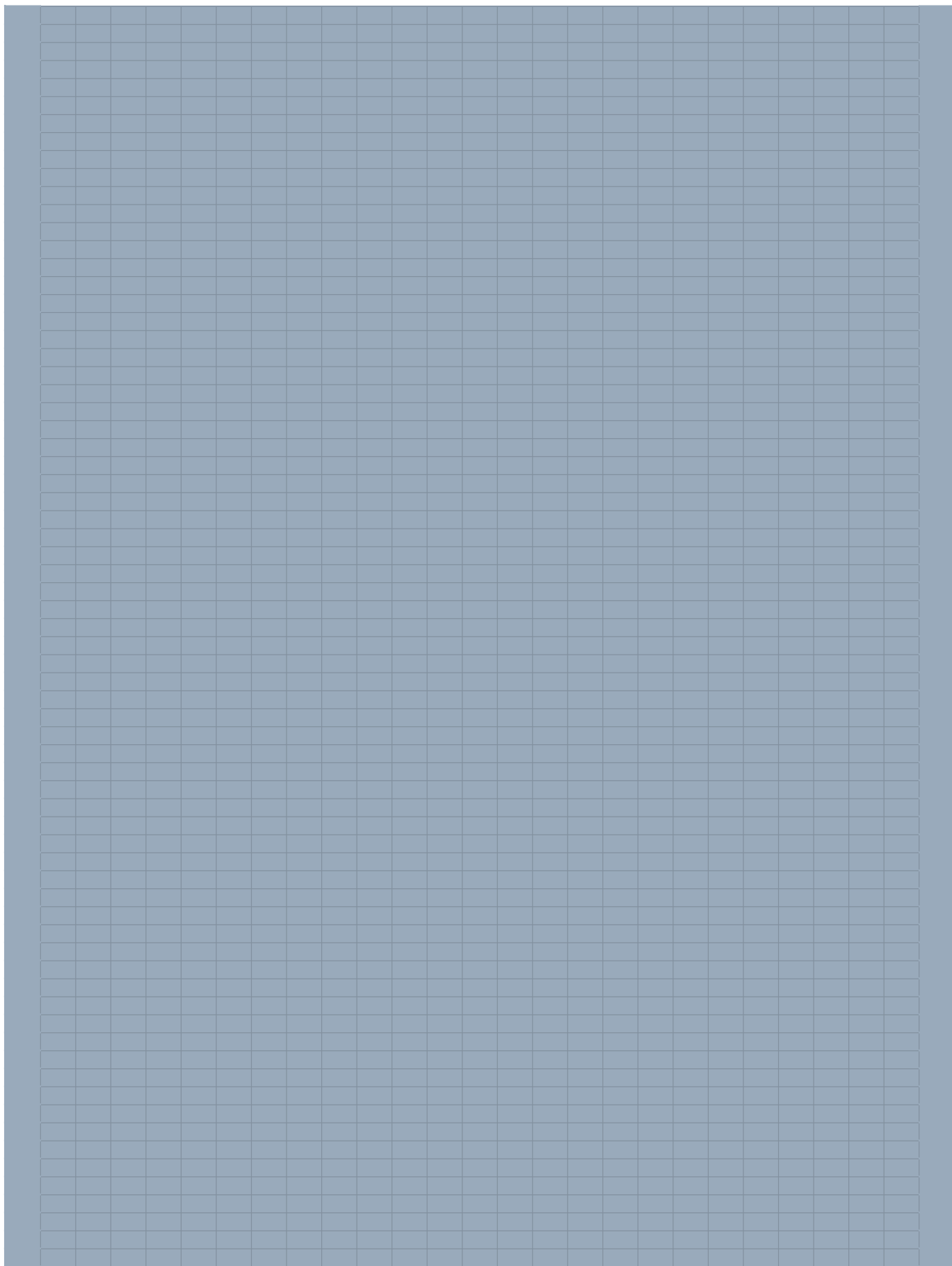


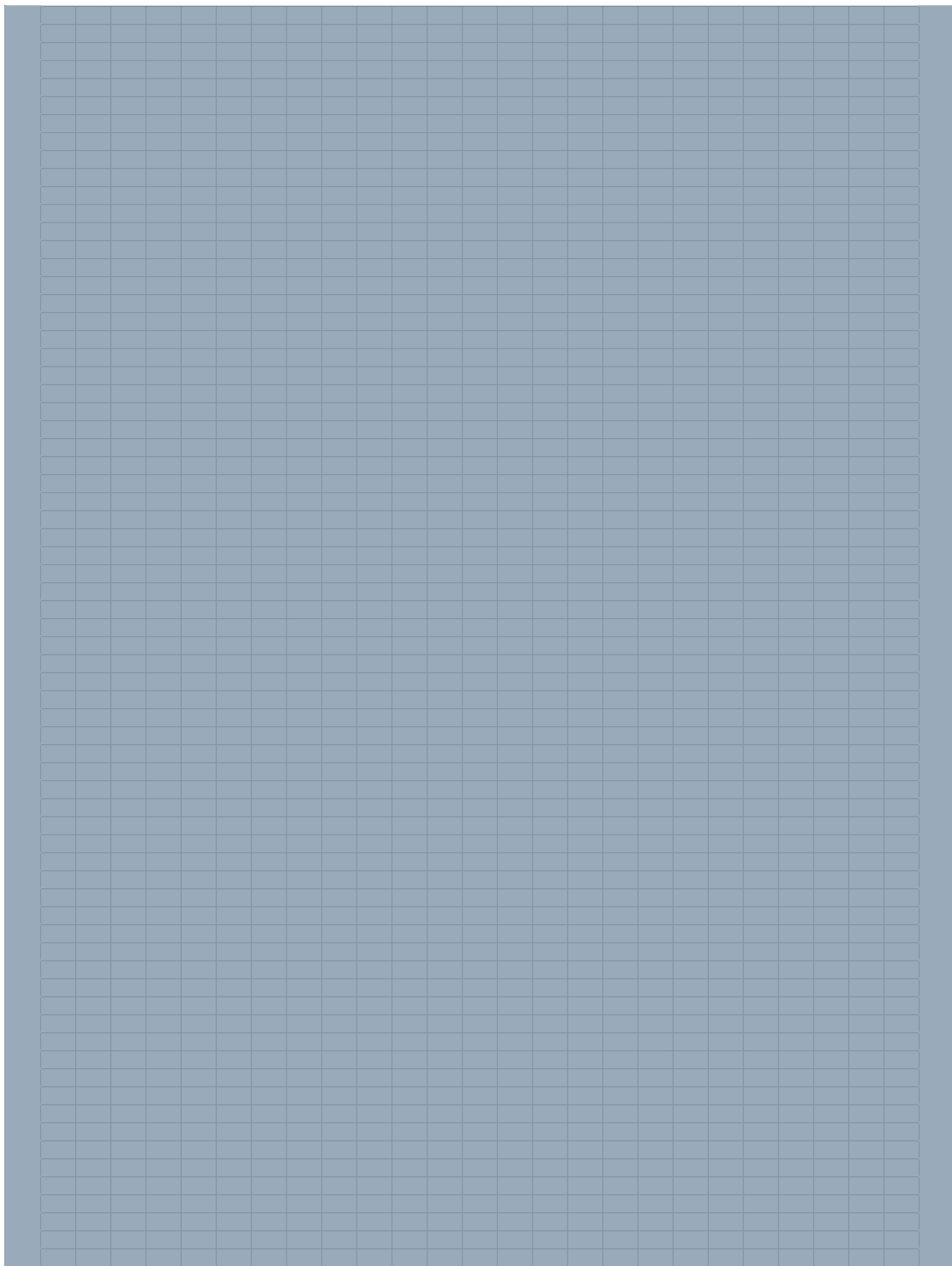


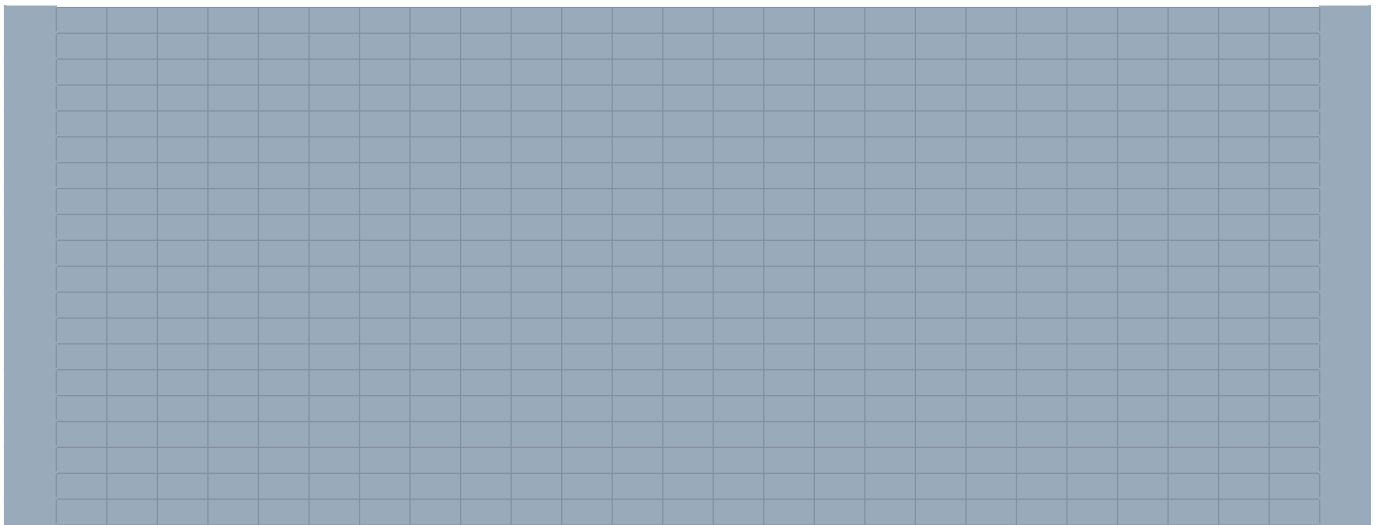












Weapon	Name	WT	0	ELVL	1
Damage	Healing				
Ability					

Shield	Name	WT	0	ELVL	1
DEF					
Ability					

Armor	Name	WT	0	ELVL	1
DR					
Ability					

Accessory	Name	WT	0	ELVL	1
Ability					

Class	HP%	Range	Ability
Defenc	1.2	0	Provok Defenc
Jugger	1.5	0	March Jugger
Brawle	1.2	0	Combr Brawle
Assas	1	0	Skilled Assas
Gatling	1	1	Barrag Gatling
Tactici	0.8	2	Diseng Once p
Suppo	1	1	Gener: Suppo
Healer	0.8	1	Triage Healer