

Name

Tethra

Species

Demigod

Personality

[Empty orange box for Personality description]

Appearance

Tethra is a giant of a man, standing just under seven feet tall, his body covered in muscles. The only thing that keeps his form from being entirely intimidating is a small layer of chub that does some work to keep him from looking like a full on threat. His brown hair is kept in a short and clean cut that makes him look semi-professional. In the center of his chest is a hole that glows blue like crackling electricity which intensifies as he fights; while expanding out from it his veins are a sickly gray black color owing to the cursed spear that pierced him. His outfit is all black, consisting of a silk shirt, pants, and combat boots. the exception is what he wears over it, a suit of chains that partially restrains him, but mostly is pulled tight around his body, the bonds preventing him from fully giving into his rage in battle for the sake of his friends. On his back he carries a massive sheath, which contains his weapon, Covenant a greatsword far larger than most men could hope to carry let alone wield. The blade is golden, with lines of black that disrupt it like the vessels of fell blood in his veins. It's wide as well, lacking more than the most basic crossguard to ensure a blade can't slip past the edge, and the head rather suddenly tapers off into a point, usable only due to the monstrous strength of the blade's wielder.

[Empty green box for Appearance description]

Class	Brawler		Function	Stat	Total	24/24
LVL	1	ELVL	1	Restoration	CON	9 9
HP		37			RES	0 0
SHD		37		Damage	STR	10 9 1
CAP	14	11		Utili Feats	DEX	6 6
Initiative		-3			INT	0 0
Encumbered		14			SYN	0 0
Move		1				
Range		0				
Class Ability	Combo					
Brawlers may make an additional Basic Attack every turn.						

Programming Stats										
LVL	1									
WTMo										
DEF	0%	<input type="checkbox"/>	30%							
DR	0									
StatCa	9		StatCa	8	StatCa	1.2				
PPSta	2		PPLVL	2						
APSta	4		APLVL	2						
SPSta	6		SPLVL	3						

Weapon (2H)	Covenant	WT	10	ELVL	1
Damage	3d8+STR	Restoration			
Ability	Inflicts one turn of Enfeeble on hit.				

Shield	Blitzschild	WT	4	ELVL	1
DEF	10%	Melee Attackers are inflicted with 1 turn of enfeeble.			
Ability					

Armor		WT	0	ELVL	1
DR					
Ability					

Accessory	Name	WT	ELVL	1
Ability				

Accessory	Name	WT	ELVL	1
Ability				

Perk	Flow of Battle Skills can give a "flow". When 3 Flows have been gained Finisher can be used, which will consume the Flows and grant the effects to Basic attacks.
------	---

Perk	Big Guts and Bigger Guns Tethra can wield both a two handed weapon and a shield.
------	--

Perk	The thing you can't defeat Grants the Skill Unbreakable. Unbreakable: This round, Tethra's HP can't be reduced below 1 HP.
------	--

--	--

Flaw	STAY AWAY If Kraken ends his turn with only allies in his range, he can't act next turn and must move to a new range.
------	---

Flaw	Chained Rage Basic attacks don't benefit from Strength buffs except when under the effects of a Finisher.
------	---

Passive	Giant's Strength	PLVL	1
Tethra gains +1 STR per 3 levels			
Lvl 1	+1/3 STR per Level		
Lvl 2	2/3 STR per level		
Lvl 3	1 STR per level		
Lvl 4	1.25 STR per level		
Lvl 5	STR is no longer capped		

Passive	Leg Day	PLVL	1
At the start of combat grants Dex Feather for 2 rounds.			
Lvl 1	Gain Dex Feather for 2 rounds at combat Start		
Lvl 2	-		
Lvl 3	3 Rounds		
Lvl 4	-		
Lvl 5	1.5 Dex Feather for 4 rounds		

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		Retake Guard	ALVL	3
Gain 0.7Con Shield				
Lvl 1	0.5Con	Lvl 6	.9 Con	
Lvl 2	0.6Con	Lvl 7	Fortify for 1 Turn	
Lvl 3	0.7	Lvl 8	1x Con	
Lvl 4	Also Gain Anchor	Lvl 9	1.1x Con	
Lvl 5	.8 Con	Lvl 10	Also Heal HP equal to gained shield	

Action		Bouncer	ALVL	1
Inflict Push 1 on target.				
Lvl 1	-	Lvl 6	-	
Lvl 2	-	Lvl 7	Up to 2 Push inflicted	
Lvl 3	-	Lvl 8	-	
Lvl 4	Allow Self Targetting	Lvl 9	-	
Lvl 5	-	Lvl 10	Up to 3 Push inflicted	

Action		Muscle Up	ALVL	2
Gain .6DEX Feather for one turn				
Lvl 1	.5 Dex Feather	Lvl 6	0.9	
Lvl 2	0.6	Lvl 7	Remove Burden	
Lvl 3	0.7	Lvl 8	1x	
Lvl 4	Self Bump 1 Space	Lvl 9	1.1x	
Lvl 5	0.8	Lvl 10	Can't be moved by own moves, Can move Twice	

Action		Name	ALVL	
Lvl 1		Lvl 6		
Lvl 2		Lvl 7		
Lvl 3		Lvl 8		
Lvl 4		Lvl 9		
Lvl 5		Lvl 10		

Skill Steel Render **CD** 4 **SLVL** 1

1d6+STR and inflict Frail on Target for 1 turn.

Flow: Breaking Strike: Attack damage is converted to Pen.

Lvl 1	-	Lvl 6	-
Lvl 2	-	Lvl 7	Inflict Frail for 3 turns
Lvl 3	-	Lvl 8	-
Lvl 4	Inflict Frail for 2 turns	Lvl 9	-
Lvl 5	-	Lvl 10	Flow: Damage is now converted to Pure.

Skill Giant Swings **CD** 5 **SLVL** 1

Basic attacks this turn are considered AOE.

Flow: Cleaver: Basic Attacks are AOE.

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

Skill Bleeding Strike **CD** 5 **SLVL** 1

Deals 1d6+STR damage and inflicts .5DEX Poison to a target

Flow: Hemorage: For each unique debuff on the target, Only Basic attacks gain 1 Increase.

Lvl 1	.6 Dex Poison	Lvl 6	Dex Poison
Lvl 2	.7 Dex Poison	Lvl 7	3d6+Str damage
Lvl 3	.8 Dex Poison	Lvl 8	1.1 Dex Poison
Lvl 4	2d6+Str damage	Lvl 9	1.2 Dex Poison
Lvl 5	.9 Dex Poison	Lvl 10	Reduce other cooldowns by 1.

Skill Deft Strike **CD** 3 **SLVL** 1

Gain Enhance for 1 turns.

Flow: Masterful: Gain Double strength for Basic attacks only.

Lvl 1	-	Lvl 6	-
Lvl 2	-	Lvl 7	Enhance for 3 turns
Lvl 3	-	Lvl 8	-
Lvl 4	Enhance for 2 turns	Lvl 9	-
Lvl 5	-	Lvl 10	Enhance for 4 turns.

Skill Blood for Blood **CD** 5 **SLVL** 1

Deal 1d6+STR damage, attacks Restore .5CON this turn.

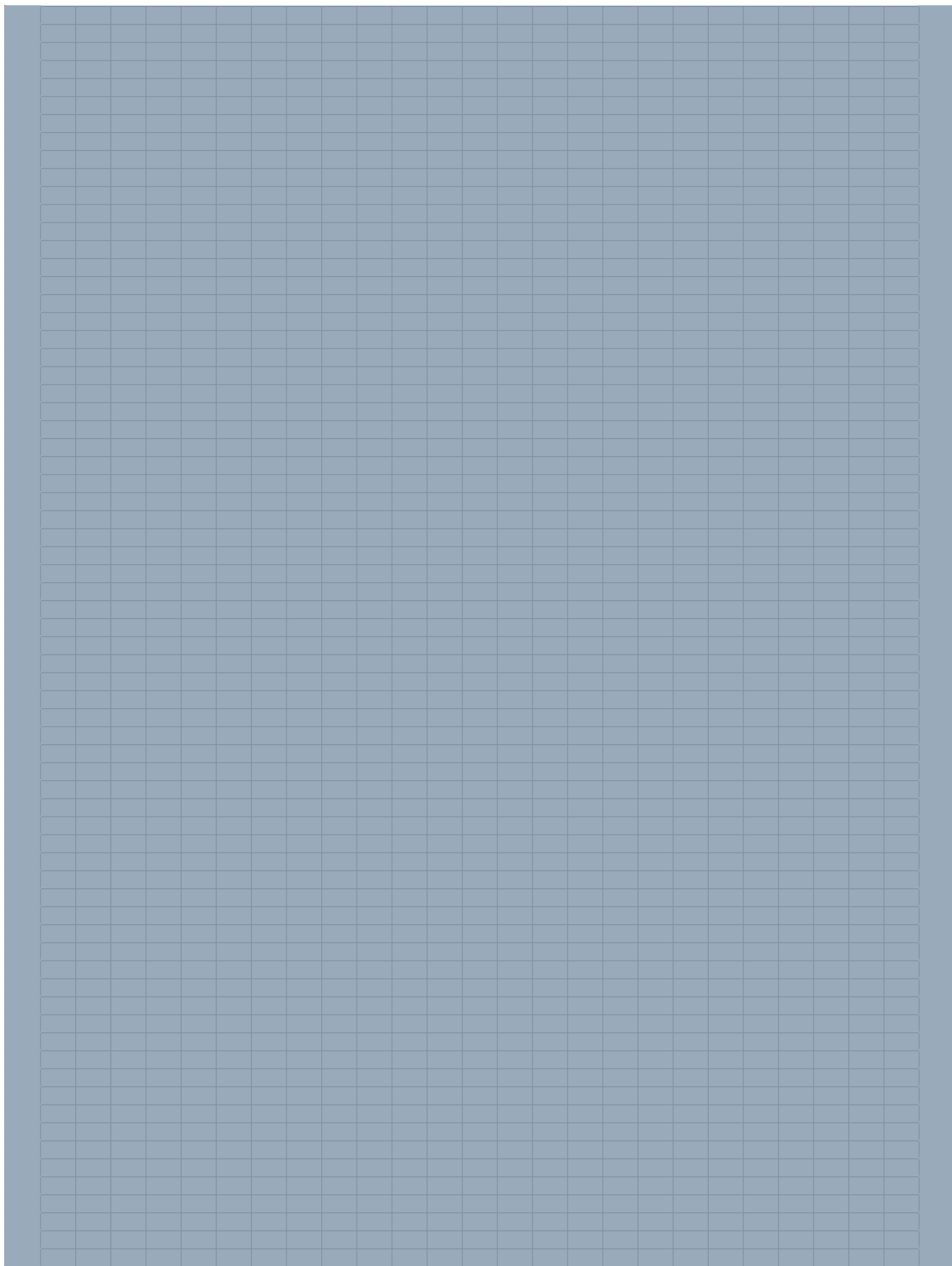
Flow: Thirst Quencher: Gain .5CON for each enemy hit by attacks.

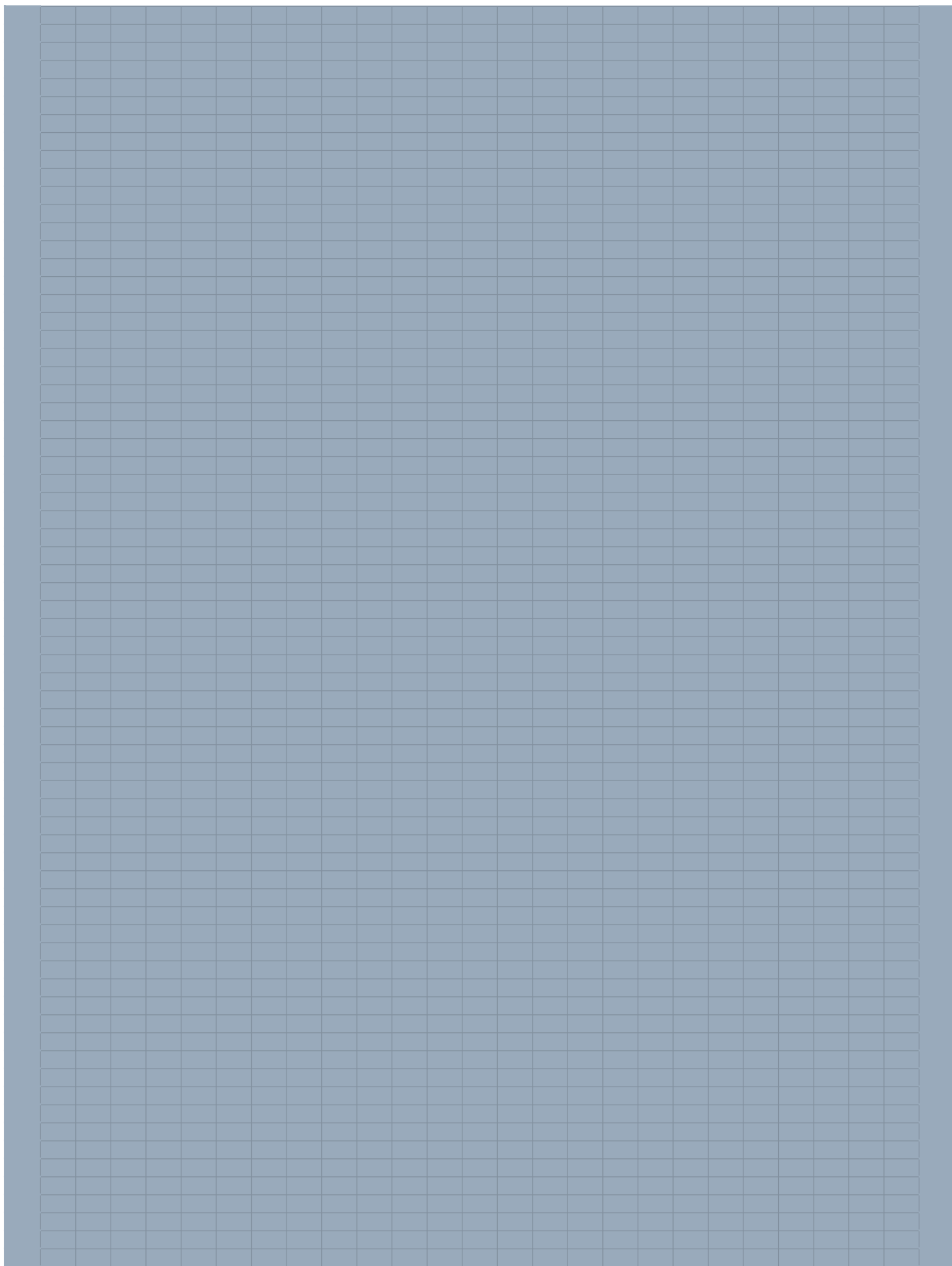
Lvl 1	.6 Con	Lvl 6	Con
Lvl 2	.7 Con	Lvl 7	[W] Damage halved.
Lvl 3	.8 Con	Lvl 8	-
Lvl 4	2d6+Str damage	Lvl 9	-
Lvl 5	.9 Con	Lvl 10	[W] Damage.

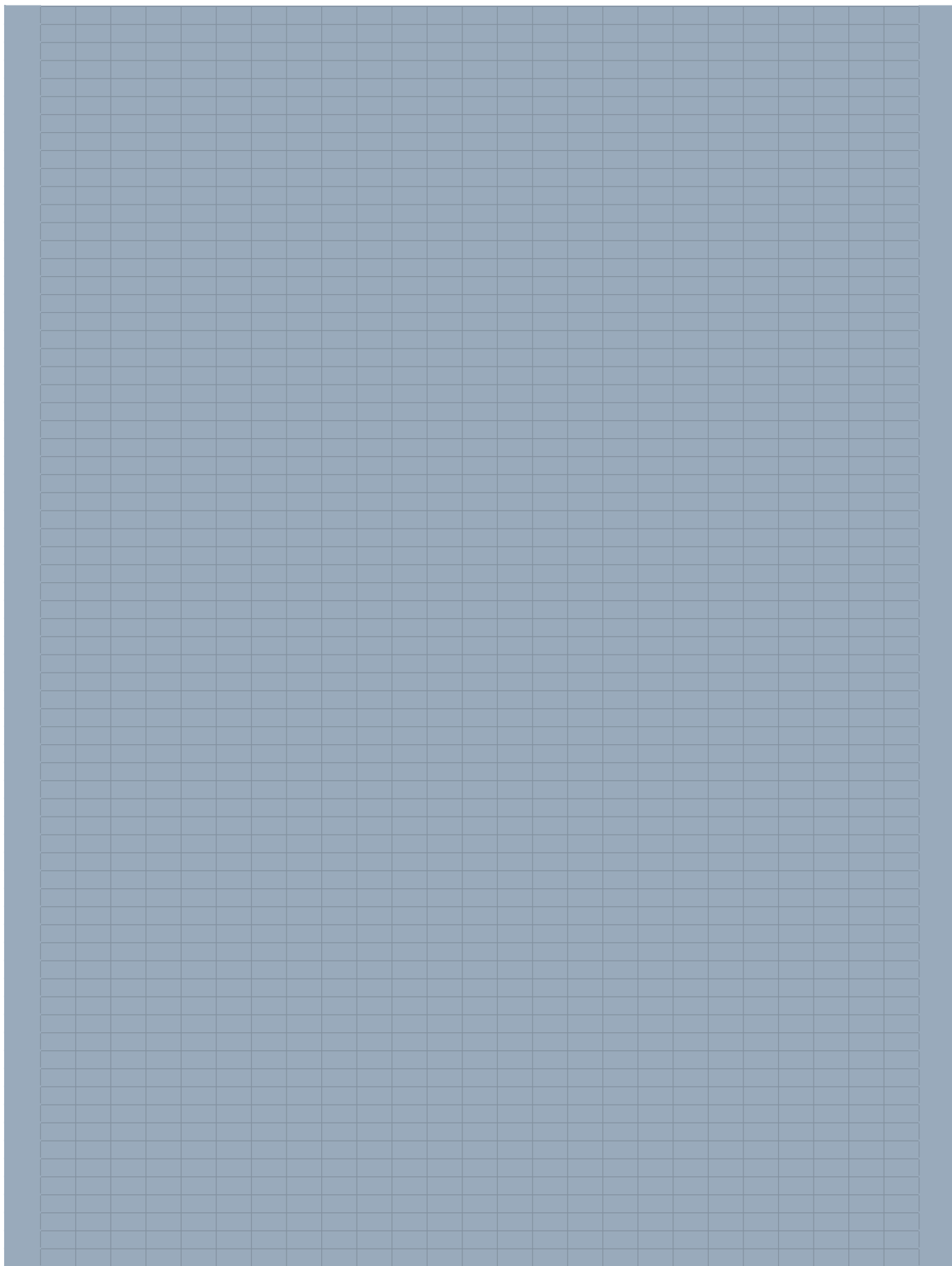
Skill Finisher **CD** 5 **SLVL** 4

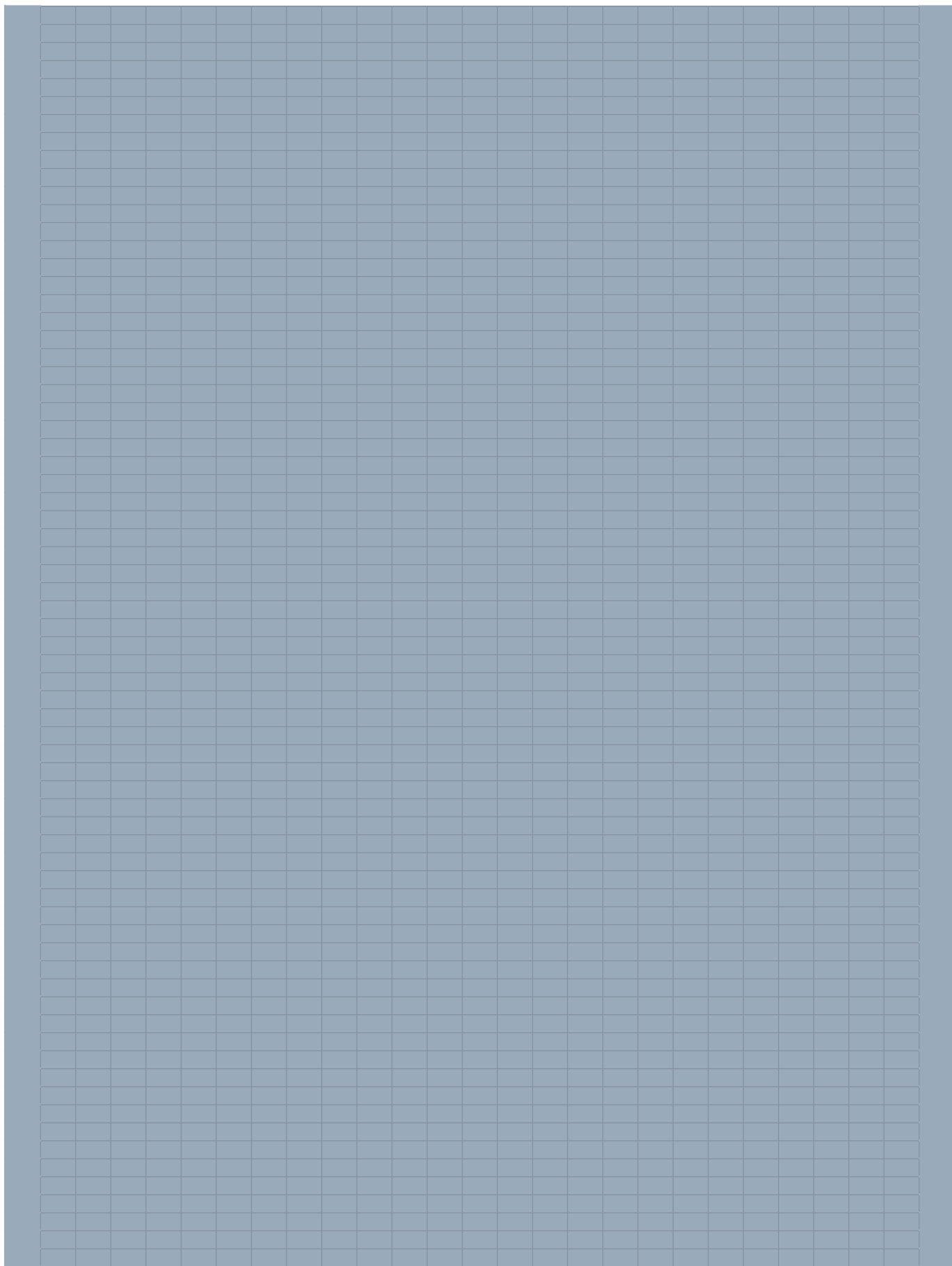
Can only be used when 3 Flows have been activated. When used Basic attacks gain the associated effects for 2 turns.

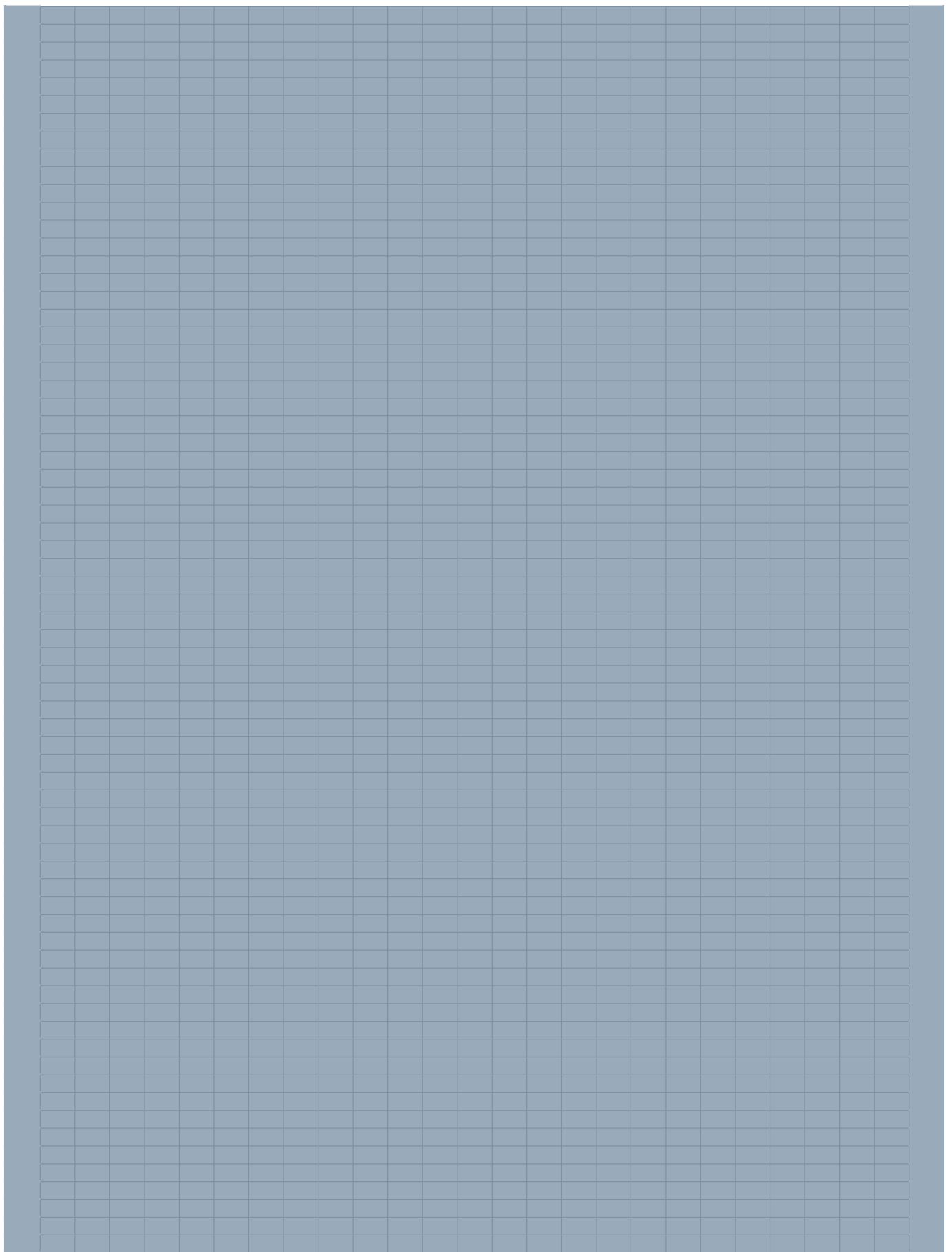
Lvl 1	-	Lvl 6	-
Lvl 2	-	Lvl 7	Effects last for 3 turns
Lvl 3	-	Lvl 8	-
Lvl 4	Effects last for 2 turns	Lvl 9	-
Lvl 5	-	Lvl 10	Effects last for 4 turns

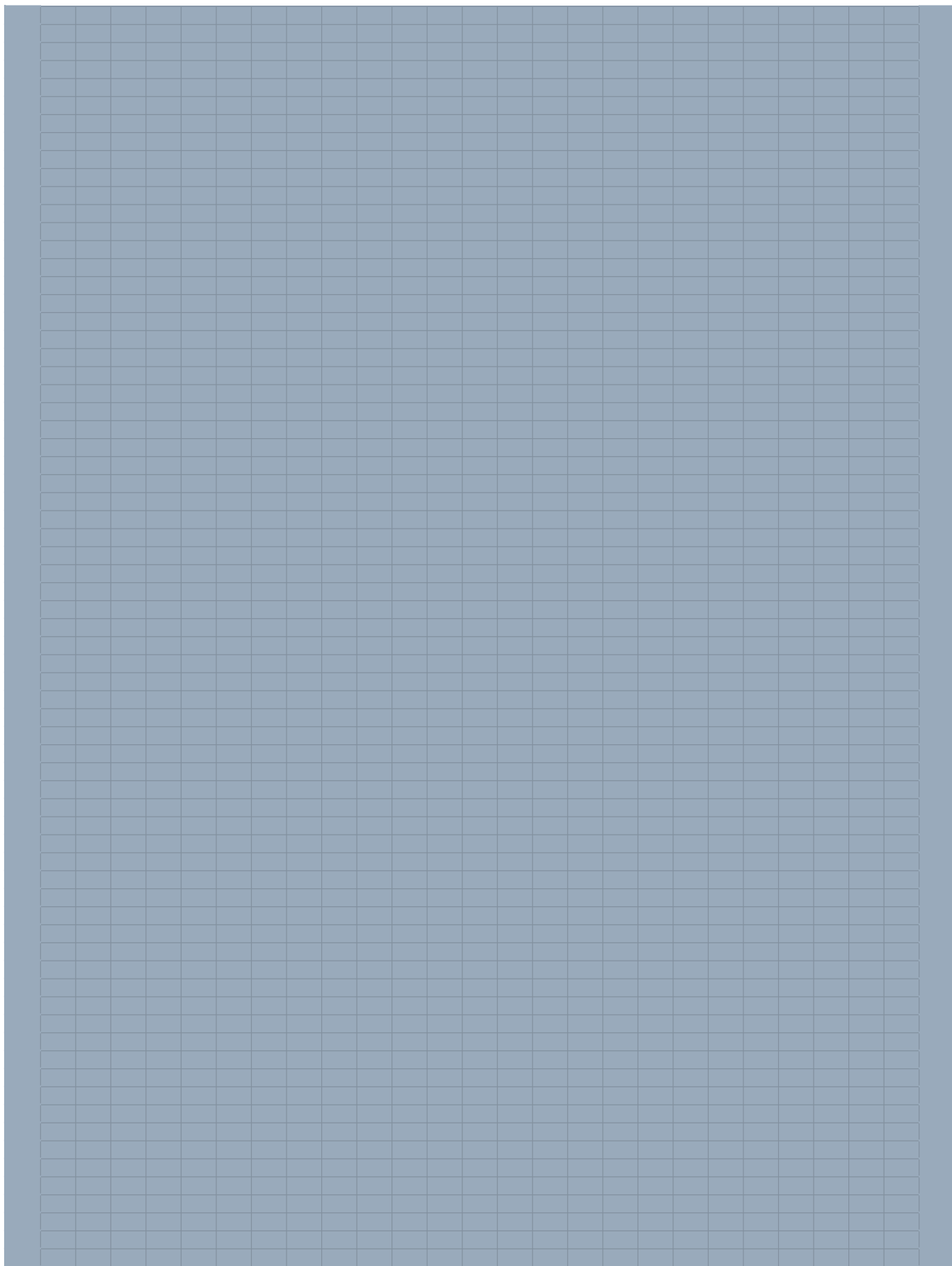


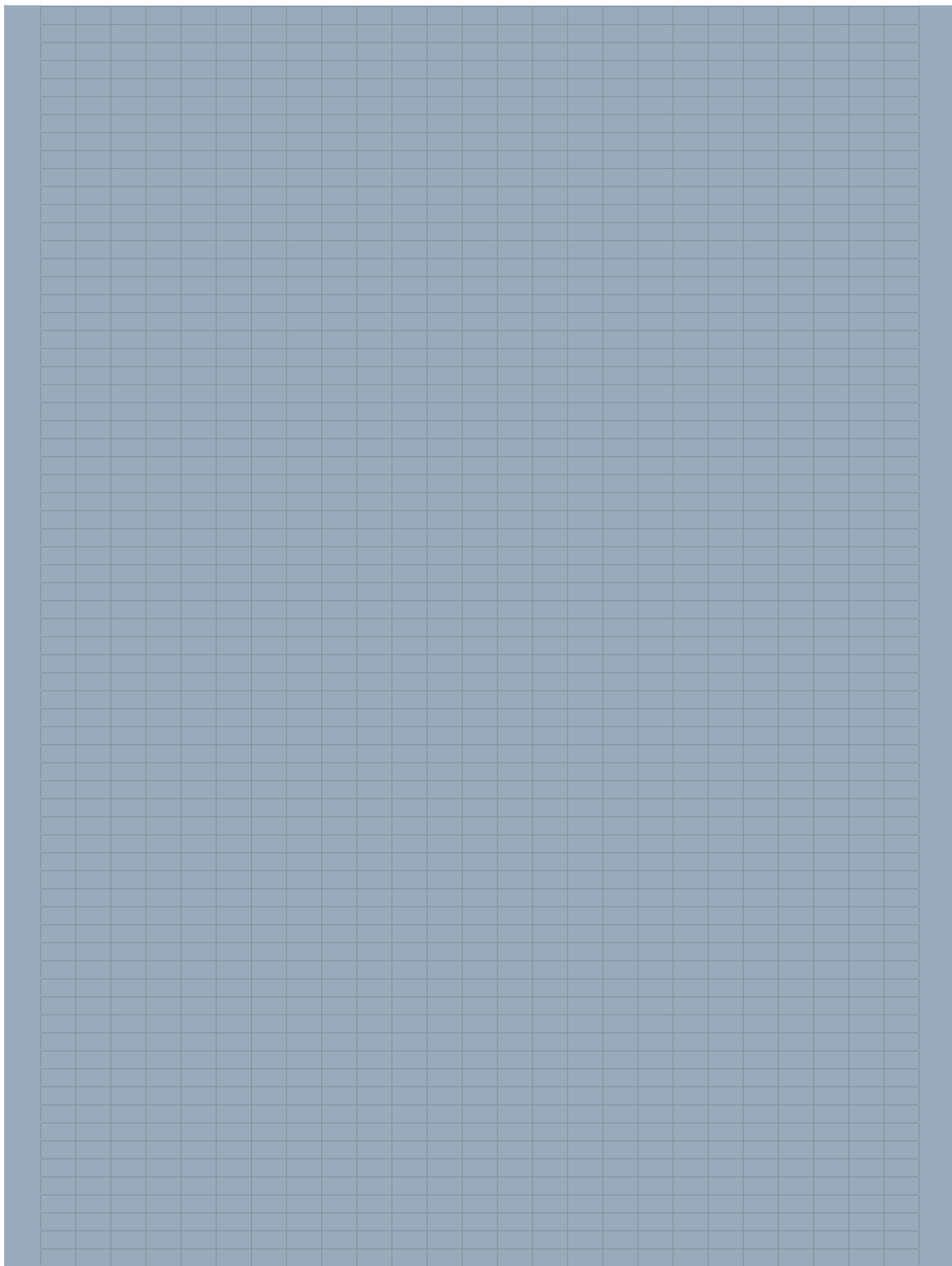


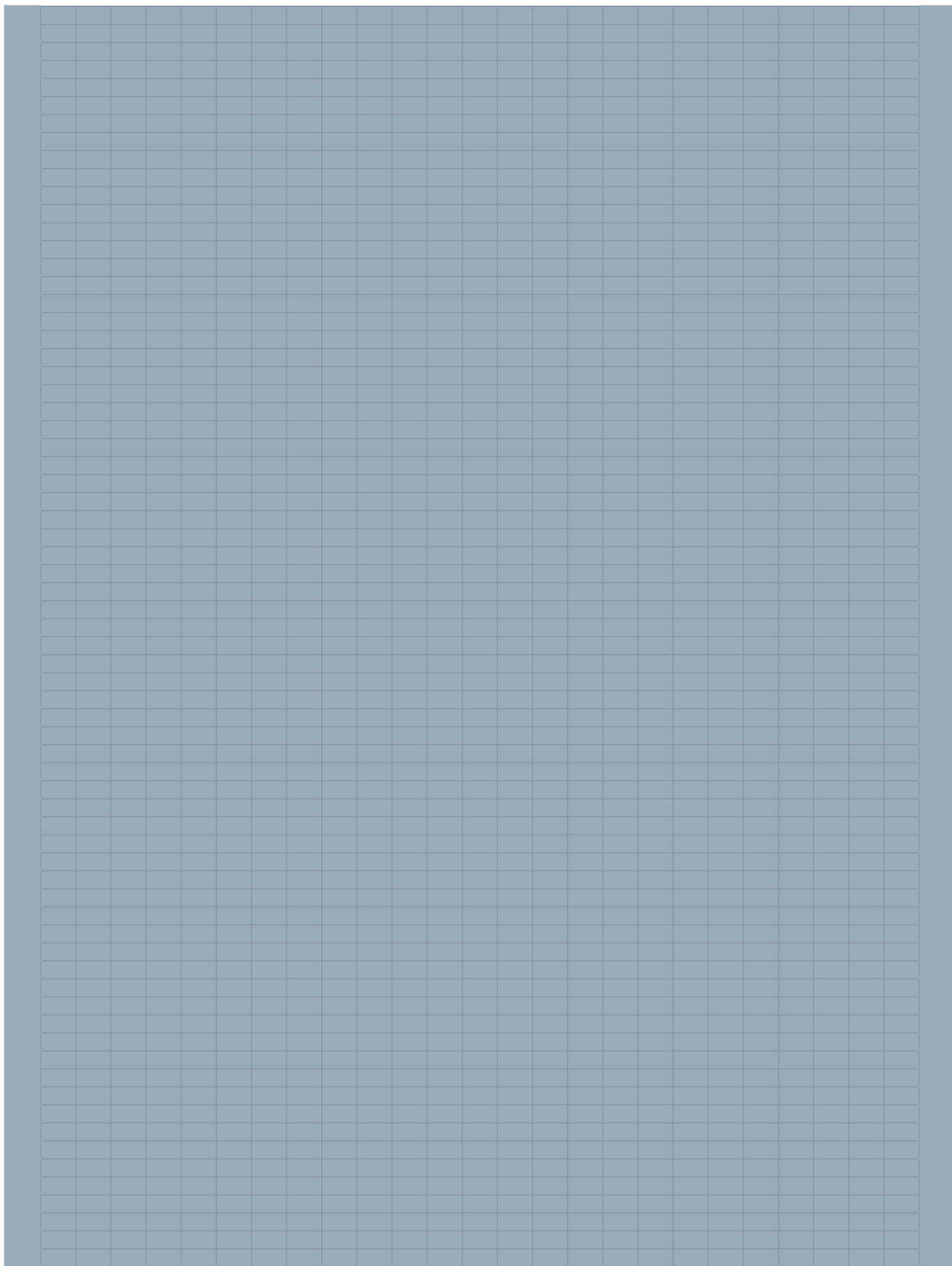


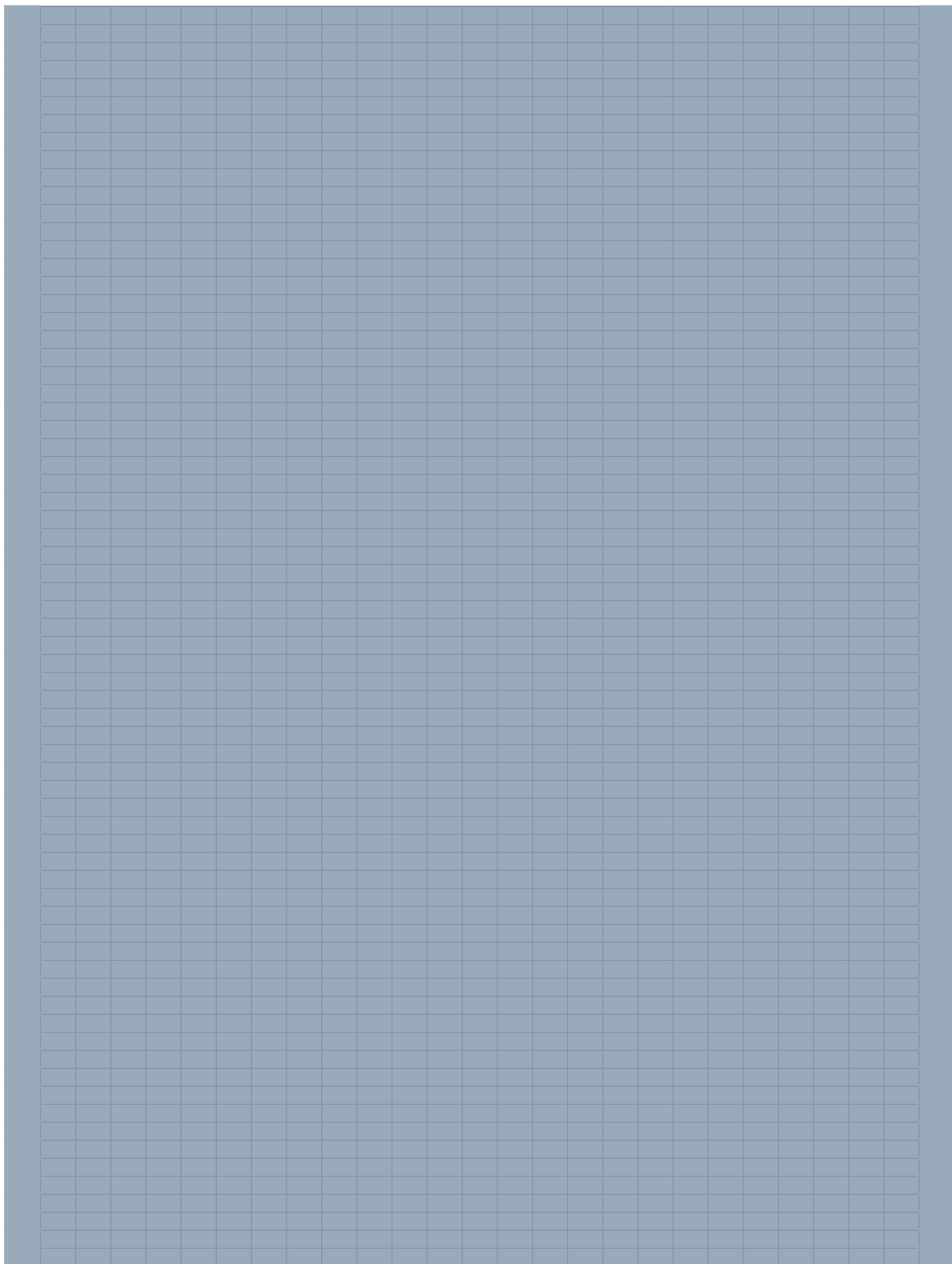


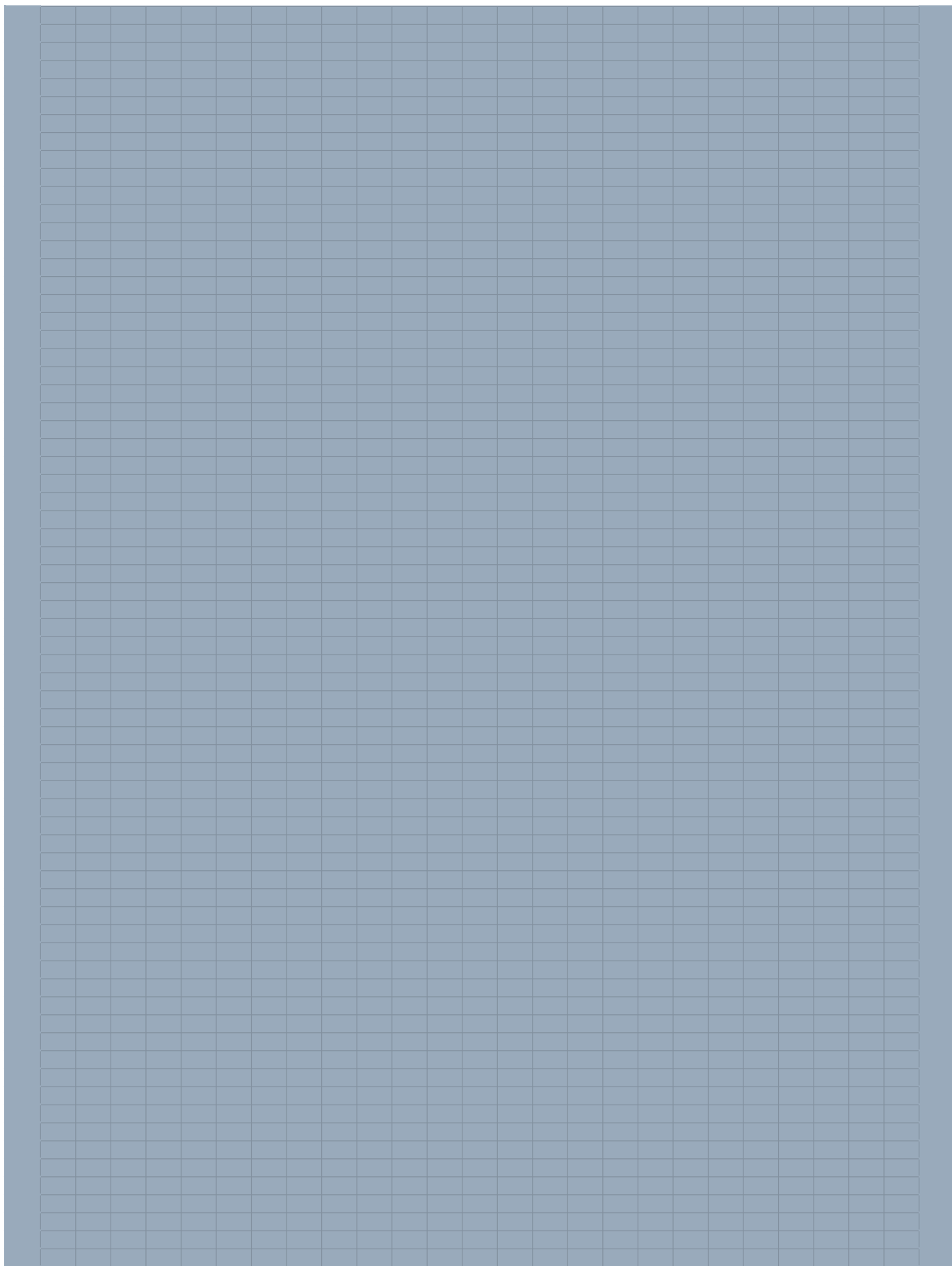


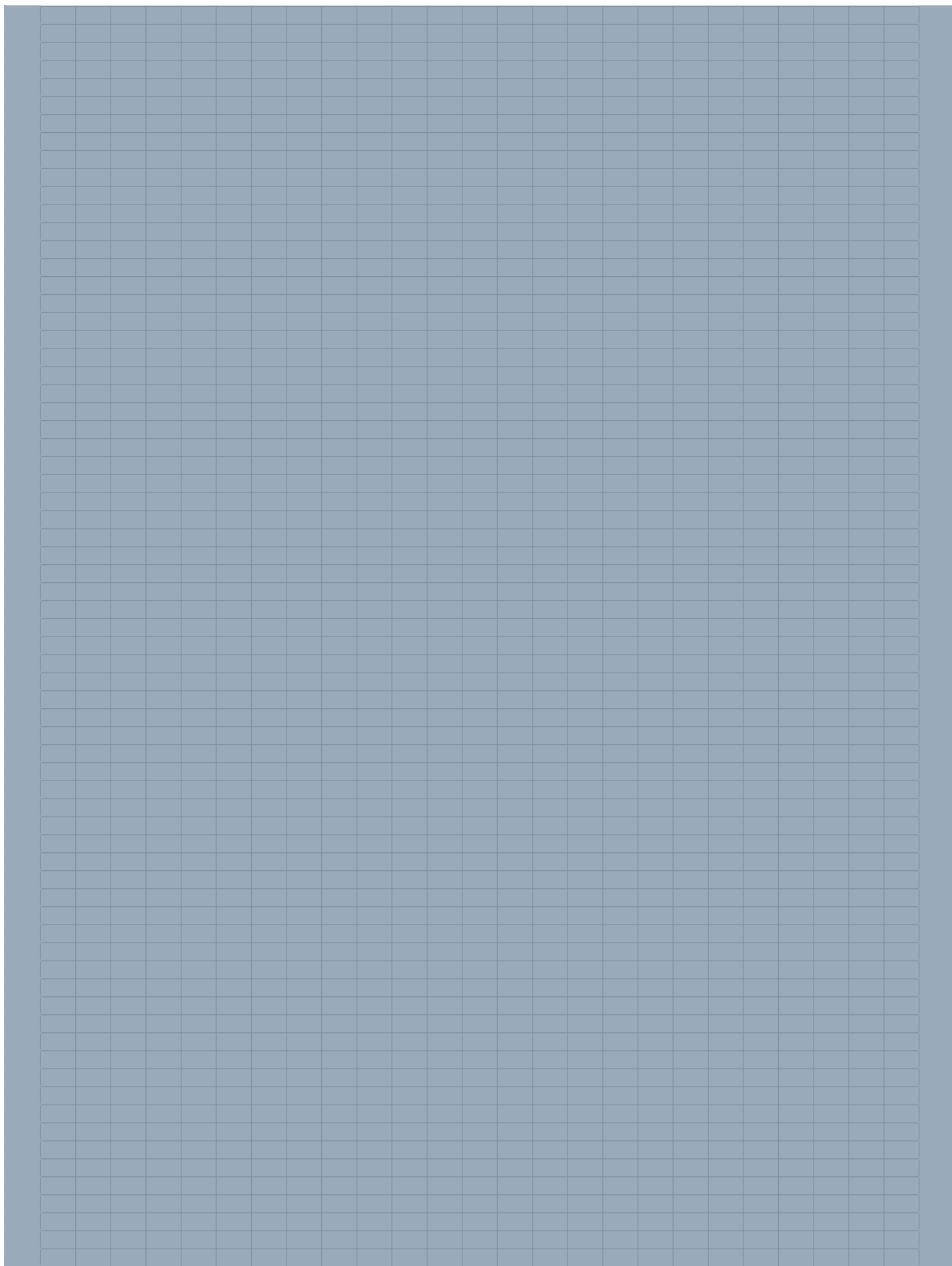


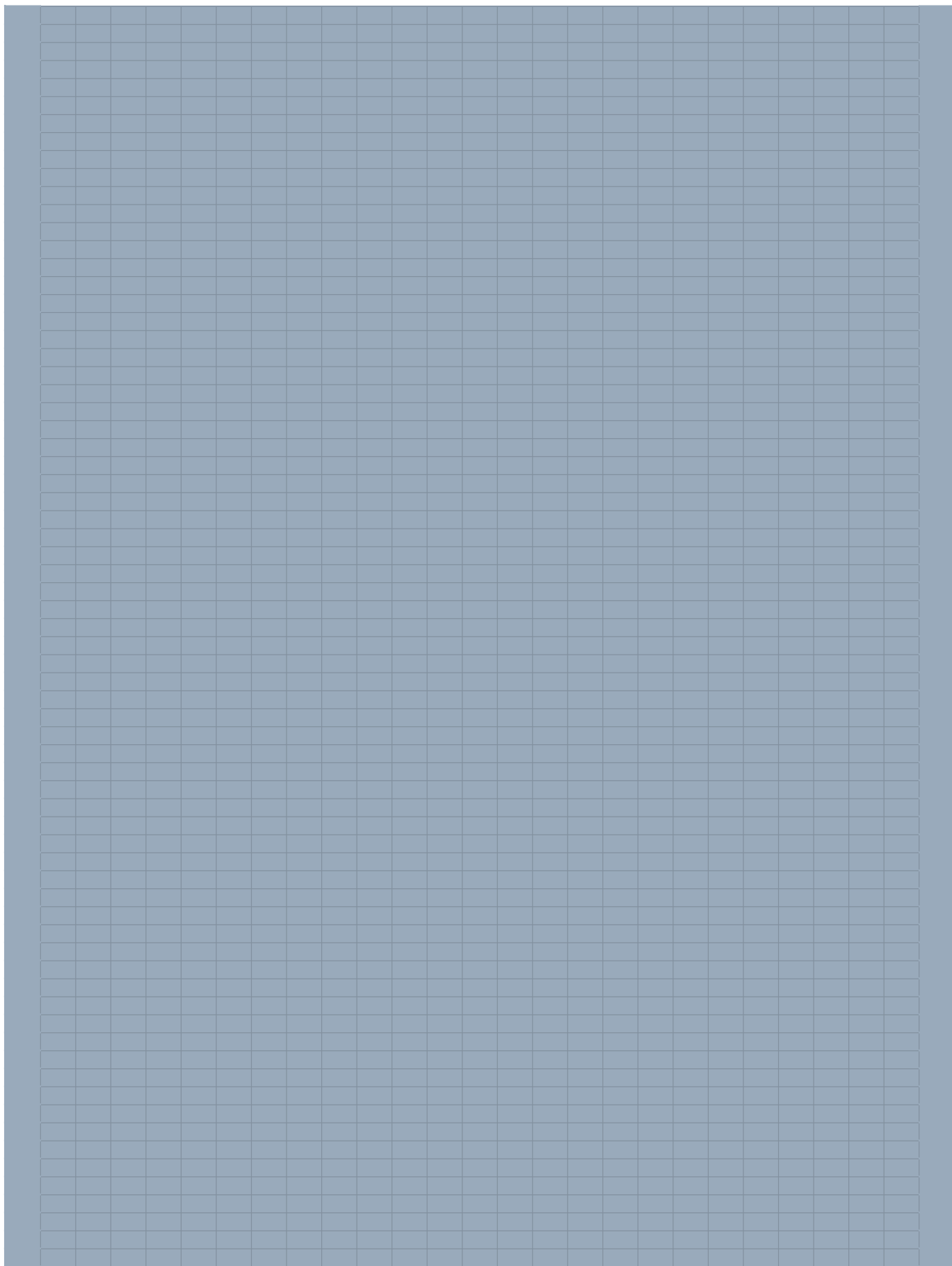


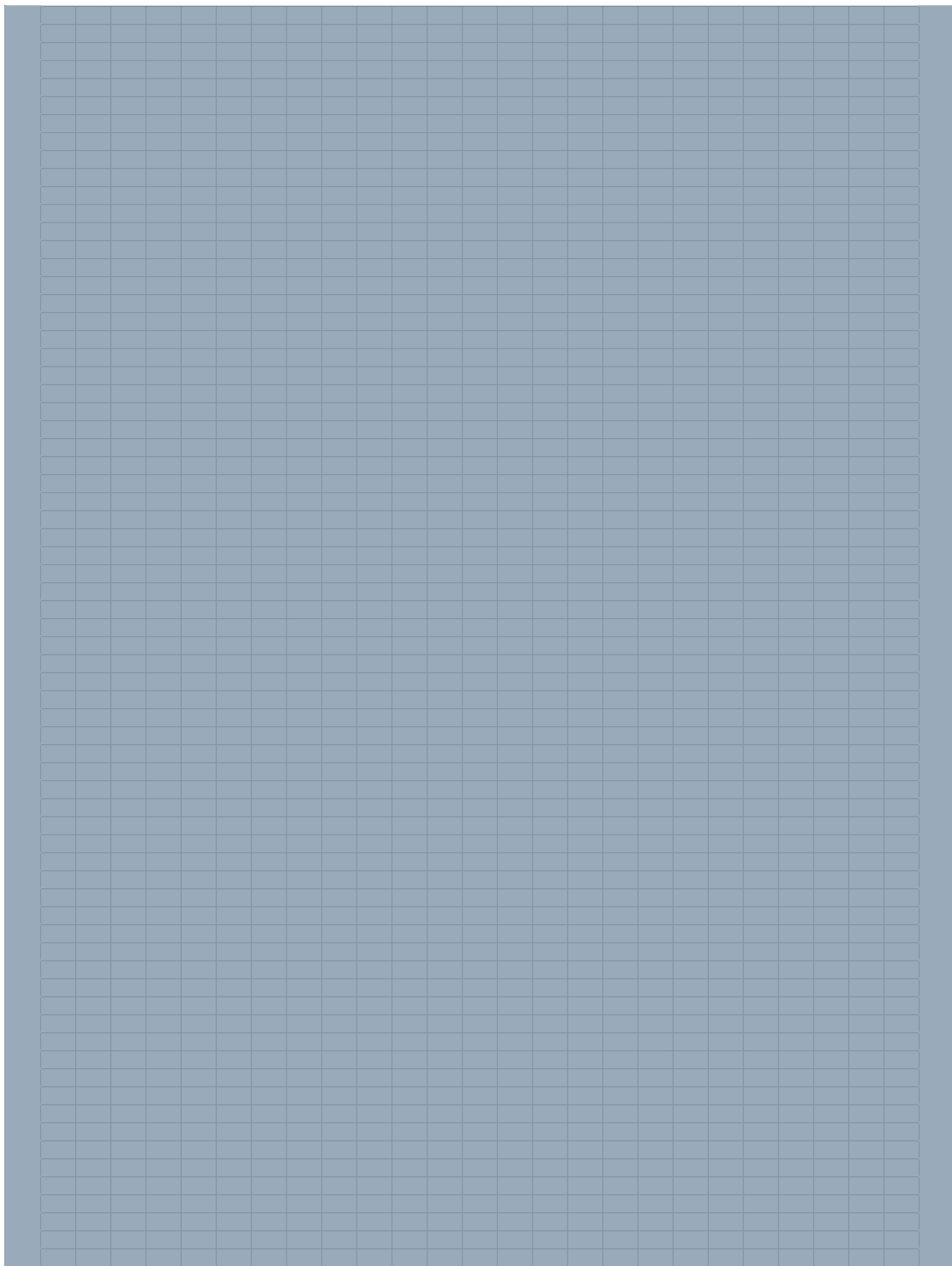


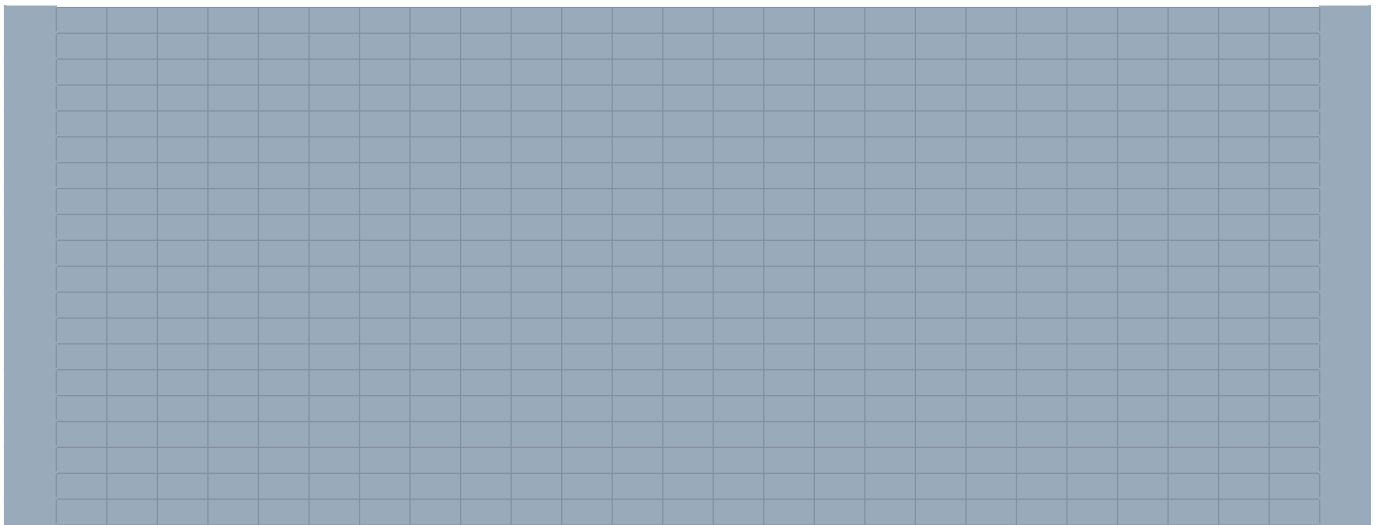












Weapon	Name	WT	0	ELVL	1
Damage	Restoration				
Ability					

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