

Name:	Benjamin Franklin the 7th	Titles: The Friendly Local Courier, Demonbane, Faebane, Wolf Rider				
Class: Ingenious Imperial Courier						
Level: 16	16	63000/73000 needed for Level 17				
Race:	Human, House of Franklin					
Heritage:	Path of Invention					
Legend:	Damien's Heir					
Role:	The Friendly Local Courier					
Quest:	<i>"Make sure the Thieves Guild doesn't get this evidence!"</i>					
Quest:	<i>"I'm sure you can handle an assassin or two."</i>					
Quest:	<i>"Watch out for bandits, I hear there's a wily group of them on that road."</i>					
Quest:	<i>"Get this message to the Emperor!"</i>					
Quest:	<i>"The message must not go through!"</i>					
Stats:	Base (200+200 per L)	Perks and Gear	From Stats		Total	
Health	3400	800+500	3040		7740	
Stamina (x3)	3400 x3 = 10200	+500x3	2960x3		20580	
Mana	3400	1400+500	7280		12580	
<b>Characteristics</b>						
Stat:	T4 Base	Rank	Cap	Experience	Gear and Bonuses	Total
STR	23	0	5			23

DEX	35 (+3 Curry Comb)	0	5		+3	38
AGI	42	0	5			42
CON	27	0	5			27
INT	36	0	5			36
WIS	13	0	5			13
CHA	35 (+2 Hat, +5 Ring)	0	5		+7	42
PER	53	0	5			53
RAD	47	0	5			47

<u>Magic Items</u>	<u>Description</u>
<b>Imperial Courier's Ring</b>	
<b>Damien's Ring: This custom storage ring was constructed by Damien Franklin to aid him in his many journeys. The crest of the ring identifies him as a scion of House Franklin, but also disarms his own traps and locks. Grants +5 CHA.</b>	100 slots for Magitech Components, organized automatically Also holds 10 sets of clothing, 62 bottles of alcohol, 1 large bookcase (and books), portable workbench, and up to 27 cubic feet of anything else.
<b>Bloody Ghoul's Teeth Necklace</b>	+20 Damage to Slashing and Piercing.
<b>Half-Cloak of the Travelling Gentleman</b>	Protects a rider and mount from inclement weather up to and including tornados.
<b>Glitterspark, Coruscating Sword of the Last King of Pittsburgh</b>	
<b>Shoes of the Traveling Outburner</b>	Increases the speed of a mount at the cost of twice as much feed needed.
<b>Curry Comb of Destiny</b>	Combs and cleans a a Chosen Mount in half the time.
<b>God-Worn Courier's Hat of the Lost Phoenix</b>	Mitigation: 10 points, Fire Mitigation: 20 points, Darkness Mitigation: 20 points, + 2 to CHA.
<b>Maw-Tooth Adze</b>	Base damage 30 (10 base +20 enchantment).

<b>Skills:</b>						
<b>Name</b>	<b>Stat</b>	<b>Level</b>	<b>T3 Total</b>	<b>Earned in T4</b>		<b>P/S/T</b>
Techno Magical Tinkering	PER	5	1000			Primary
Riding	AGI	15	10500			Tertiary

Wolfback Riding (And other strange creatures.)	AGI	15	10500			Tertiary
Coachman	AGI	15	10500			Tertiary
Diplomacy	CHA	15	10500			Primary
Word of the Emperor	CHR	15	10500			Tertiary
Acrobatics	AGI	15	10500			Tertiary
Acrobatic Dismount	AGI	15	10500			Tertiary
Dodge	AGI	15	10500			Tertiary
Danger Sense	PER	15	10500			Tertiary
Etiquette	CHA	15	10500			Tertiary
Navigation	INT	15	10500			Primary
Run the Chains	AGI	5	1000			Primary
Whip	DEX	15	10500			Primary
Hand X-Bow	DEX	15	10500			Primary
Estoc	DEX	15	10500			Primary
Adze	STR	5	1000			Primary
Flames of the Phoenix	RAD	15	10500			Primary
Aspect of the Storm	CHA	15	10500			Primary
Explosion Resistance	Con	15	10500			Primary
Storm Resistance	CON	15	10500			Primary
Very Strong Poison Resistance	CON	15	10500			Primary
Inventor	INT	15	10500			Primary
Inventor: Leather Working	INT	5	1000			Subskill
Inventor: Copper Smithing	INT	5	1000			Subskill

Inventor: Wood Carving	INT	5	1000			Subskill
Inventor: Silver Smithing	INT	5	1000			Subskill
Inventor: Black Smithing	INT	5	1000			Subskill
Inventor: Rune Carving	INT	10	4500			Subskill
Meat hook	DEX	3	600			Primary
Butchering	STR	15	10500			Primary
Slaughter	STR	15	10500			Primary
Choice Cuts	WIS	15	10500			Primary
Precision Cuts	DEX	15	10500			Primary
Anatomy of a Monster	INT	15	10500			Primary
Strike Undead	RAD	15	10500			Primary
Boar Hunting	STR	5	400			Primary
Predator Knowledge	INT	3	400			Primary
Bulldogging	STR	5	1000			Primary
Bull Leaping	AGI	9	4000			Primary
Skinning	DEX	15	4500			Primary
Scrimshaw	DEX	10	4500			Primary
Shark Hunting	STR	3	500			Primary
Woomera	DEX	5	1000			Primary
Fishing	WIS	6	2000			Primary
Hide Crafting	DEX	5	1000			Primary

<b>Enhancements:</b>	<b>Description</b>	<b>Next Rank</b>	<b>Cost</b>
Run like the Wind 5	You move at +125% faster than normal. Affects mounts and conveyances	Run Like the Wind 6	30
Ride like the Wind 2	You may ride a flying mount. You may train a flying mount if you attain it young enough.	Ride Like the Wind 3	30
Extra Mana 5	+1400 Mana total	Extra Mana 6	30
Extra Health 4	+800 Health total	Extra Health 5	25

Pack Hunter 3	+60 damage vs elite monsters when in a group.	Pack Hunter 4?	Unknown
Distant Shot 2	+100% range to all ranged attacks.	Distant Shot 3	10
Critical Shot 2	Increased chance of a critical hit when using a ranged attack.	Critical Shot 3	30
Trust Me! 6	Your Winning Smile inspires trust in all tier 3 creatures and helps with tier4. This greatly increases the chance of someone believing whatever you are trying to convince them of.	Trust Me! 7	6
Identify 3	Gives information on an item or creature of levels 11-15, and Tier 3 magic items.	Identify 4	10
Jumping Jack 3	You may leap four times your normal distance.	Jumping Jack 4	3
Magic Sense 3	If a Tier 3 (or less) creature within 30' has an affinity for a type of magic and may cast spells you will get a feeling for what type of magic. You can tell if an item is magical, and if Tier 3, gain an idea of its use.	Magic sense 4.	6
Dark Vision 3	Gives monochromatic vision to a distance of 180' when there is at least some light.	Unlimited Dark Vision	10
Soliloquy	Time stops (or seems to) as you begin a Villainous or Heroic speech for 1 minute. You can be goaded into this.		
Endless Breath 2	You may hold your breath for 10 minutes of normal activity.	Endless Breath 3	3
<b>Perk Name</b>	<b>Description</b>		
Imperial Equipment	You have the skills needed to maintain your gear, mounts, or conveyance in the field, and to construct new gear when tools and materials are available.		

Imperial Courier's Burden	Your Courier's Ring increases in size with your rank, and may accept written documents, books, and anything you are officially asked to carry in the course of your duties. The weight of what you can carry is equal to your Level x 10 pounds.
Quest Mob	When you die during a quest associated with your duties as an Imperial Courier, you suffer no resurrection penalties and you and your mount may immediately chose to reappear at your bind point.
Jerry Rigged	Quick repairs that almost never blow up.
The Ring is Mine!	You have claimed and bound Damien's Ring. Too bad for him.
Inventive	A better understanding of the theories of <b>Magitech</b> and <b>Item Crafting</b> . Higher chance to discover new ways to construct items. Less chance of things you make blowing up in your face.
Agent of Hope	Allies gain a bonus to morale if they can see you or know you are fighting for their cause.
Flesh to Fuel	Burn two stamina to restore one mana
Blessed	+20 Resistance to Death and Darkness
Cloak of the Maiden	A stealth ability that is only active when attempting the rescue of innocent victims, or a brave ally who has been captured by evil.
Perk: Dig 4	Dig at ten times the normal rate creating tunnels that don't cave in.
Perk: Haul 5	You may pick up and move objects weighing six times your normal limit.
Perk: Sleepless in Seattle 2	You only need 2 hours per day of sleep.
Perk: Endure 4	Nothing gets you down or keeps you from working.
Perk: Push Onward 2	Usable once per day. Cost: 1000 Stamina or Health. Gain +5 STR, and +5 Universal Mitigation for 10 minutes. Usable a second time for a cost of 2000 Stamina, and a third and final time for 3000 Stamina.
Perk: Tastes like Steak	Convert food and food-like substances you put in your mouth tasty roasted meat, or another of your favorite dishes.
Perk: Hunter's Slyness	Your scent is masked from both other hunters, and your prey. High Perception can negate this.
Perk: Cat's Ears	You have the sensitive ears of a feline predator, greatly enhancing your stunted human sense.
<b>Milestone Abilities</b>	
<b>Milestone Heroic Charge (AGI and RAD)</b>	When an ally is threatened, you may move up to 50' and save them from harm by blocking, parrying, or taking the blow yourself! Their attacking is surprised, allowing you to retreat with your ally, or strike at them.

<b>Milestone Spark of the Divine (CHA and RAD)</b>	Your healing spells carry a spark of divine power. Add 10xCHR to any healing spell that you cast.	
<b>Milestone Healing Aura (RAD and DEX)</b>	Those around you are blessed by the Healing Aura that you can project. Anyone within ten feet of you will have small wounds slowly healed and larger wounds made smaller. Whenever an ally within 100' of you is injured, you may use <b>Triage</b> to heal 200 health and stop active bleeding. Cost: 50 mana.	
<b>Milestone Metamagic (DEX and INT)</b>	Fast Casting has been upgraded to Metamagic. Whenever you cast a spell, you may double its area of effect, range, damage, and healing, or a number of targets. This comes at the cost of three times the normal mana cost.	
<b>Milestone Natural Acrobat (AGI and DEX)</b>	You have an innate skill in the arts of tumbling, walking a tightrope, or swinging from a yardarm. You automatically succeed at difficult acrobatics, and sometimes do the impossible. If you have an evasive defense skill, it gains a 40% bonus to your chance of avoiding damage.	
<b>Milestone Rather Dashing (CHA and AGI)</b>	Twinkling eyes, windblown hair, and a flashing sword proclaim you as a scion of House Franklin. The doors of society are open to you (perhaps grudgingly). You gain a positive reaction from anyone with knowledge of your house. If you have a defensive ability, add 20% to your chance to avoid damage when using it. <b>Sleight of Hand</b> (CHA and DEX): Which cup holds the ball? Who has your coin purse? Want to see a magic trick? Picking pockets, performing feats of mundane magic, and adding aces to a deck come easily to you. Especially if you bother to practice. Also handy for plucking thrown daggers from the air before they stick in you, or tossing them back.	
Trifecta Level 3	+500 to Health, Stamina, and Mana	
Quadratic Level 3	All of your items gained as rewards are now bonded to you and cannot be lost through death.	
<b>Spell</b>	<b>Description</b>	<b>Mana Cost</b>
<b>Lay Hands</b>	Variable. Cures wounds, bleeding, curses, and infection. Requires time, direct contact, and concentration.	
<b>Healing Flames</b>	A spell used in emergencies to save a badly wounded creature. At a touch, pale flames spread from your hands over a person's body. Bleeding is cauterized, small wounds are healed,	

	and fractured bones are strengthened. Up to 200 health is restored as well. More grievous injuries are lessened but not totally healed. Cost: 300 mana base. Horrific injuries may increase the cost.	
<b>Guiding Light:</b>	You create a glowing beacon of light in the air above you and within 10 feet of you. The light is as bright as daylight and has a radius equal to 20 feet per rank of the spell. Within its light, undead, daemons, and corrupted creatures have a -10% chance to hit and an additional -1% per rank. Radiant creatures gain a bonus to their chance to hit equal to 10% + 1% per rank. Cost: 50 mana per rank per round	750 Mana per round
<b>Triage</b>	Whenever an ally within 100' of you is injured, you may use this spell to heal 200 health and stop active bleeding.	50 Mana
<b>Flaming Brand</b>	Adds Rank x 10 Fire damage to any melee strike. Duration 1 minute.	100 mana base cost.
<b>Spark</b>	Adds Rank x 10 Storm damage to any melee strike. Duration 1 minute.	100 mana base cost.
<b>Flaming Hands</b>	Produces a cone of flame with a 20' range in front of the caster doing Rank x10 Damage	100 mana base cost.
<b>Flame Strike</b>	Calls down a 20' radius pillar of Phoenix Fire that burns all enemies for (rank x200 = 3000) damage and heals allies for an amount equal to 25% of the damage.	1000 Mana and 1000 Stamina
<b>Aspects</b>		
<b>Flames of the Phoenix</b>	Godly Aspect, Healing + Flame. Counts as Holy Damage to undead, daemons, and similar creatures.	Rank 15
<b>Aspect of the Storm</b>	Basic Aspect, primarily electrical damage	Rank 15



