**Finale Expansion Pack - 9/22/13**

**Racial Traits**

**One With the Waves** (1) [Updated by Zarhon & ZamuelNow]

Characters of your race cannot suffocate in water nor can they be harmed by environmental water pressure. You do not suffer movement penalties for carrying another creature while swimming. In addition, you may roll twice on skill checks made to swim and take either result.

**Waterborn** (1) [Created by Zarhon & ZamuelNow]

Characters of your race cannot suffocate in water nor can they be harmed by environmental water pressure. Characters of your race can also safely spit pressurized water at will, up to 50 liters per day. These spouts of water are identical to that of freshwater sources, allowing for drinking, washing, extinguishing fires, watering plants, pushing/propelling small objects or creatures and similar uses.

**Utility Talents**

**Form of the Avatar -** Magic

Preparation Time: 5 seconds

You enter the *Form of the Avatar*. In the *Form of the Avatar*, you gain the following:

* Your attributes each become 10.
* You gain the ability to fly and suffer no penalty to precision or brawn checks while flying.
* You gain the [racial traits](https://docs.google.com/document/d/1OIHfLblakXp8Y6iDzA5lq33nLvd8dJxE_iswnTgvrQw/edit) *Fireborn, Frostborn, Thunderborn, Acidborn* and *Waterborn.*
* You may reroll any natural 1s you roll on skill checks.

While in the *Form of the Avatar*, you cannot use any of your other utility talents, combat talents or racial traits. You exit the *Form of the Avatar* after 5 minutes, or at any time earlier.

**The Avatar Ascends**

Prerequisite: Form of the Avatar

While in the *Form of the Avatar y*ou may mentally pick up or manipulate any number of objects within fifty feet of you with combined weights of 200 lbs. or less.

**The Avatar Unbroken**

Prerequisite: Form of the Avatar

You are immune to mind-altering effects while in the *Form of the Avatar*. When you enter the *Form of the Avatar*, any mind-altering effects you were suffering from instantly end.

**Combat Talents**

**Skype**

**Sorcerer**

[-8] **Hyperbeam** - Standard Attack [Created by Bronymous]

Deal 3d20 damage to target creature and skip your next turn. If you roll a 20, activate all 3 of your special moves (for each 20 you roll).

**Warlock**

[+2] **Blood Arrow** - Standard Attack [Created by Xel Unknown]

Deal 2d4 damage to target creature. You lose 2 hp.

[-3] **Blood Cleave** - Standard Attack

Deal 3d10 damage to target creature. You lose 1d10 hp.

**Necromancer**

[+3] **Death Beckons** - Standard Attack [Created by Xel Unknown]

You lose 3 hp. Target creature loses 2 hp.

**Tabletop**

**Sorcerer**

**[**-8] **Hyperbeam** - Standard Attack [Created by Bronymous]

Range: Ranged 7

Deal 3d20 damage to target creature. Skip your next turn. If you roll a 20, activate all 3 of your special moves (for each 20 you roll).

**Warlock**

[+2] **Blood Arrow** - Standard Attack [Created by Xel Unknown]

Range: Ranged 7

Deal 2d4 damage to target creature. You lose 2 hp.

[-3] **Blood Cleave** - Standard Attack

Range: Melee

Deal 3d12 damage to target creature and lose 1d12 hp.

**Warrior**

[-2] **Get out of my face!** - Interrupt Attack [Created by Sunbeam]

Range: Melee

Trigger - A creature willingly moves into a square adjacent to you.

Effect - Deal 1d8 damage to the triggering creature.

**Necromancer**

[+3] **Death Beckons** - Standard Attack [Created by Xel Unknown]

Range: Ranged 7

You lose 3 life. Target creature loses 2 life.

**Items**

**Bulwark Armor -** 4000 Gold

Armor

You have resist 1 and start battles with 30 temporary hit points.