

Meet

Chain Mail

the Pegasus

Player: --

A strong, defensive character, Chain Mail is ever watchful for danger. With profound athleticism, Chain Mail protects allies in battle!

Attributes and Skills

<u>Brawn</u> : 10 Athletics: 18*^ Endurance: 13*	<u>Precision</u> : 7 Acrobatics: 7 Stealth: 7 Mechanics: 7	<u>Knowledge</u> : 6 Arcana: 6 History: 6 Heal: 6	<u>Horse-Sense</u> : 5 Perception: 5 Persuasion: 5 Street-smarts: 5
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Trained: *

Cutie Mark: ^

Character Features

Magic Points: 1	Notes:
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Abilities

It's Almost Like Flying (1) – At Will [*Athletics*]

You can fly with terrible maneuverability (you suffer a -15 penalty to skill checks made to fly). You can also hover in one place, and may walk on and interact with clouds as if they were soft, yet solid, objects.

Flight (2)

Prerequisite: It's Almost Like Flying

Your flying improves from terrible maneuverability to poor maneuverability (you suffer a -10 penalty to skill checks made to fly).

Flight School (3)

Prerequisite: Flight

Your flying improves from poor maneuverability to average maneuverability (you suffer a -5 penalty to skill checks made to fly).

Cloud Chaser (3)

Prerequisite: Flight School

Your flying improves from average maneuverability to good maneuverability (you suffer no penalty to skill checks made to fly).

Weather-Crafter (2) – At Will [*Athletics*]

Preparation Time: 5 Minutes

You can alter the atmospheric conditions in a 100-foot radius. For example, you can make a sunny day rain or a rainy day clear up within the area of effect. You can also attempt a more difficult feat, such as creating a localized hurricane or forcing lightning strikes out of clouds to hit tall objects. You may also whip up a cloud out of thin air or reshape existing clouds, which will retain their new shapes for up to 24 hours unless external forces such as wind are present. Choose a skill when you learn *Weather-Crafter*: that skill becomes used for any skill checks used for these more difficult tasks – with DCs set at DM discretion.

Heavy Weather (2) [Created by JasonShadow]

Prerequisite: Weather-Crafter

The range in which you can alter atmospheric conditions with your Weather-Crafter ability increases by 100 feet. You may take this talent up to four times.

Elemental Resistance (1)

When you take this ability, choose one of the following effects:

Thunderborn – Resistance

You cannot be harmed by any naturally occurring electricity (though magical lightning bolts and similar can still harm you in combat).

Eagle Eye (1)

You take no penalties to your Perception checks from weather or atmospheric conditions such as smoke, fog, rain, etc. You can also clearly see small objects and fine details up to a mile away.

Freaky Knowledge (3) [*Travel and Sewing*]

Choose two very specific areas of interest such as sewing, fishing, animal-care, rodeos, bartering, lock-picking, the history of a particular town or something similar. Gain a +5 bonus to skill checks involving these specific areas of interest. This ability may be taken multiple times, though you must choose different areas of interest each time.

Awesomeness (3) – 1/Day Interrupt

Trigger – You or an ally you can see rolls a natural 1 on a d20.

Effect: You or the triggering ally can reroll the die with a +5 bonus.

Haste (3) – 3/Day

Preparation Time: Instantaneous

For the next 5 minutes, you or an ally you can see gains a +5 bonus to Athletics or Acrobatics checks made to move quickly (such as chasing down a thief or trying to outrun a boulder). This effect ends if you engage in combat.

Speedy (1)

Prerequisite: Haste

Increase the duration of Haste by 5 minutes. You may take this ability twice.

The Rainbow Dash (5) – 2/Day

For the next two seconds, you may move at a speed up to 30 miles per second. Moving this fast is extremely dangerous, meaning you may carry at most one creature at a time while moving at these speeds. When you use this talent, you may spend a Magic Point to increase this speed to 60 miles per second instead.

Element

Indomitability (Laughter)

You always know when a mind-altering effect is about to happen to you or one of your allies you can see. You also gain the following ability:

Indomitable Will (Giggle at the Ghostly) – Magic

You and up to six visible allies become immune to all mind-affecting effects for the next 10 minutes (this also ends any such effects currently in place). All affected creatures also gain a +2 morale bonus to all skill checks for the duration of this effect.

Combat

HP: 30 Pips: 4	Conditions:
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Combat Talents

[+3] **Way Too Tough** - Standard Utility

You may make a saving throw.

[+2] **Rampage** - Standard Attack

Deal 1d4 damage to target creature. If you are bloodied, deal 1d10 damage to that creature instead.

[+2] **Patch Up** - Standard Utility

You regain 1d12+3 hp

[+2] **Defensive Fighting** - Standard Attack

Deal 2 damage to target creature and gain resist 2 until the end of your next turn.

[+1] **Demand Duel** - Standard Attack

Deal 1d8 damage to target creature. If that creature damages one of your allies on its next turn, that creature suffers 1d8 damage.

[-1] **Selfless Act** - Interrupt Utility

Trigger - An ally would be subjected a (save ends) condition.

Effect - You are subjected to the (save ends) condition instead.

[-2] **Defender** - Interrupt Utility

Trigger – An ally is targeted by an attack.

Effect - The triggering attack hits you instead.

[-6] **Never Stay Down** - Interrupt Utility

Trigger - You fall unconscious

Effect - At the beginning of your next turn, if you are still alive, you regain 2d8 hit points and may take an extra standard action.

Special Move - Knight's Presence

8: You gain resist 5 until the end of your next turn and target enemy must attack you on its next turn.

10: Up to two target allies cannot be attacked until the end of your next turn.

12: Halve all damage target ally takes for the rest of the battle.

Traits

none

Items

Banded Armor - 1500 Gold

Armor

You have resist 2 against creatures single target attacks.

Iron Shield - 1500 Gold

Trinket

Once per battle you may use the following combat talent.

[0] *Endure Pain* - Interrupt Utility [1/Battle]

Trigger - You would be reduced to 0 hp or less.

Effect - You are reduced to 1 hp instead.

Miscellaneous Character Notes