Farscape / Pa&#8217,u Dan elle Delvian Pries



Name: Pa’u Dan elle
Delvian Priest 10
Init: +3
Defense: 23 (+7 Class, +3 Dex, +3 Armor)
Speed: 10 m
WP: 85
Attack: +9/+4 melee, +10/+5 ranged
SQ: Discipline, Poison Immunity, Power Aptitude (Empathy) +3 on concentration checks, Soldier, Streetwise (Hide), +1 on first aid, biology and medical-related Knowledge checks, -1 control cost for powers
SV: Fort +5, Ref +6, Will +8
SZ: M
CP: 126

Abilities: Str: 14, Dex: 16, Con: 14, Int: 12, Wis: 16, Chr: 10

Skills: Concentration +13, Diplomacy +5, First Aid +5, Hide +6, Jump +6, Knowledge (Biology) +2, Knowledge (Medicine) +2, Knowledge (Mysticism) +6, Listen +3, Move Silently +5, Read/Write (Scarran) +3, Read/Write (Sebacean) +3, Search +1, Sense Motive +8, Spot +3, Tumble +8

Feats: Improved Unarmed, Martial Arts, Martial Master, Panthac Master, Stealth, Weapon Group Proficiency (melee weapons), Weapon Group Proficiency (one-handed ranged),

Powers: Deflect Energies, Detection, Empathy, Enhance Senses, Physical Ability Boost, Telepathy

Equipment: Comm, Leather Armor, Quarterstaff, 1350 cps

Background:
Delvians are a race of blue humanoid plants, who have a very spiritual outlook. Their "Seek" is based on the "Tree of Life." Exposure to intense solar radiation gives them photogasms. They can share 'unity,' which is a blending of two minds into one, and gives each of the participants a small piece of the other in exchange. Unity also creates a bond between those who have shared it, enabling them to speak telepathically if they concentrate. Some Delvians are able to sense the flow of time around them when they are in unity. There are at least 12 levels to the Delvian Seek.

Pa'u Dan elle has used the training in martial arts to conquer her savage nature. She has spent sometime learning to read Scarran and Sebacean and Panthac martial arts from an old master. While there she also learned how to treat some of the minor injuries that such physical training can bring about.

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