

Armor & Vitality

				1	2	3	4	5	6	7	8	9	10
	0	0	0	0	0	0	0	0	0	0	0	0	0

Forms

Forms	Lost?	Range	Duration	Damage	Targets	AoE
Auditory Illusion	0	000	000	000	000	000
Armor	0	000	000	000	000	000
Blast	0	000	000	000	000	000
Blindness	0	000	000	000	000	000
Confusion	0	000	000	000	000	000
Deafness	0	000	000	000	000	000
Detect Thought	0	000	000	000	000	000
Detect Resonance	0	000	000	000	000	000
Dispel	0	000	000	000	000	000
Fear	0	000	000	000	000	000
Fog	0	000	000	000	000	000
Glamour	0	000	000	000	000	000
Hypnotize	0	000	000	000	000	000
Impersonation	0	000	000	000	000	000
Invisibility	0	000	000	000	000	000
Light	0	000	000	000	000	000
Nondetection	0	000	000	000	000	000
Paralyze	0	000	000	000	000	000
Telekinesis	0	000	000	000	000	000
Visual Illusion	0	000	000	000	000	000

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Skills

Skills	8	9	10	11	12	13	14	Boon
Weapon (Melee)	X	O	O	O	O	O	O	
Weapon (Ranged)	X	O	O	O	O	O	O	
Animal Training	X	O	O	O	O	O	O	
Brawler	X	O	O	O	O	O	O	
Clarity	X	O	O	O	O	O	O	
Climb	X	O	O	O	O	O	O	
Disguise	X	O	O	O	O	O	O	
Dodge	X	O	O	O	O	O	O	
Finesse	X	O	O	O	O	O	O	
Fortitude	X	O	O	O	O	O	O	
Herbalism	X	O	O	O	O	O	O	
Hunt & Gather	X	O	O	O	O	O	O	
Insight	X	O	O	O	O	O	O	
Jump	X	O	O	O	O	O	O	
Knowledge	X	O	O	O	O	O	O	
Oratory	X	O	O	O	O	O	O	
Perception	X	O	O	O	O	O	O	
Performance	X	O	O	O	O	O	O	
Power	X	O	O	O	O	O	O	
Profession	X	O	O	O	O	O	O	
Scout	X	O	O	O	O	O	O	
Sleight of Hand	X	O	O	O	O	O	O	
Stealth	X	O	O	O	O	O	O	
Swimming	X	O	O	O	O	O	O	
Tinker	X	O	O	O	O	O	O	
Tracking	X	O	O	O	O	O	O	

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Talents

- ☐ **Attack of Opportunity:** When a creature leaves melee range, can use 1 action as a reaction to attack

- **Communicant:** You can read lips and between the lines. Ease 2 for Insight and
- **Counter:** When successfully blocking or parrying an attack, can use 1 action to attack in kind once per turn.
- **Focus:** Increase range or damage of a form by 1, at the cost of 1 vitality. Can use once you know a form cast is successful.
- **Great Weapon Master:** If wielding a 2 handed weapon, can attack two adjacent foes
- **Near Sighted:** Saves against forms with Close range are pushed by 2.
- **Ruk:** Ease 2 for attacks against creatures that have cast forms in the last round.
- **Savvy:** Wou know people and information in a major area.
- **Sharp Shooter:** Ignore 1 pt of armor and half cover.
- **Shield Fighting:** Can use shield to block attacks, including ranged, +1 to defense rolls for you and adjacent allies when blocking
- **Sneak Attack:** When enemy is surprised, triple damage.
- **War Caster:** Ease 2 on checks to maintain concentration.