

Char Sheet PDF

Armor & Vitality

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

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

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	

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.