

Char Sheet PDF

Armor & Vitality

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

Forms

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

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	

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.