

Goal

Character

Player

Species

Languages

Reputation

Traits

Height

Age

Rank

LEGACY

Acrobatics

Focus

Range Technique

Power

Effect Resilience

Speed

Acceleration Movement

Spirit

Resonance Size

Precision

Force

Mitigation

Potency

Scale

100

70

40

20

10

5

2

6

4

2

Trackers

Poor₁ SLIGHT₂ Minor₃ MEDIUM₄ Major₅ GREAT₆ Hyper₇

Subject

Skills

Finesse

SP

AP

Abilities

Disciplines

Mastery

Gear