Goal

Character

Player

Species

Languages

Height

Age

LEGACY

Agility

Traits

Virtue

Reputation

Title

Range

Size

Focus

1 Poor 2 | 2 SLIGHT 5 | 3 Minor 10 | 4 MEDIUM 20 | 5 Major 40 | 6 GREAT 70 | 7 Hyper 100

3 Active / 2 Active 2 Reactive / 3 Reactive

Technique

Resonance

Spirit

Goal

Order or Balance or Chaos

Wisdom or Understanding or Knowledge

MED

Reputation

Relations

MED

Motives

P

P

Rank

Skills

Abilities

Finesse

XP

RP

Talent

P

P

Class

Motives

MED

Capabilities

Money

MED

Guard

Might

Power

Trust or Logic or Emotion

Survival

Spiritual or Mental or Physical

Flow

Move

Speed

Armor

Fun

Traits

Shifts

Gear

Default

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