Character ELEMENTALIST Player Level CareerTitle Renown Ancestry	Career Complication Languages	Culture Environment
MGT   AGL   REA   INU   PRS	Kit Equipment	Signature Ability
		Keywords Type
	Melee Weapon DMG+ Ranged Weapon DMG+ Magic DMG+	Distance Target
Stamina Max		Power Roll + Characteristics
Winded	<11	<u>{&lt;11</u> }
1/2 Max	Area+ Stability+	<u>(12-16)</u>
Recoveries Max	Distance+ Stamina+	<u> 17+</u> }
Value	Reach+ Speed+	Effect
	Mobility+	
Size Weight Reach Speed Stability		
	Kit Signature Ability	
Victories	Keywords Type	
victories	Distance Target	Heroic Ability Cost
Resource	Power Roll + Characteristics	Keywords Type
Name	<u>{&lt;11</u> }	Distance Target
	<u>[12-16]</u>	Power Roll + Characteristics
	<u> 17+</u> }	<11
Melee Free Strike	Extra Effect	12-16
Keywords Attack, Melee, Weapon Type Action		17+
Distance Reach Target 1 creature or object	Kit Ward	Effect
Power Roll + Characteristics		
< <u>11</u>		
(12-16)		
[17+]	Triggered Action	
	Keywords Type Triggered	
Ranged Free Strike	Distance Target	Heroic Ability Cost
Keywords Attack, Melee, Weapon Type Action	Trigger	Keywords Type
Distance Ranged Target 1 creature or object	Effect	Distance Target
Power Roll + Characteristics		Power Roll + Characteristics
<11		<11
(12-16)		<u></u>
17+		17+
	Extra	Effect

Crafting Skills Alchemy	Class ELEMENTALIST	Complication	Career	Notes
Architecture Blacksmithing		Benefit	Skills	
Fletching				
Forgery Jewelry				
Mechanics				
Tailoring			Languages	
Exploration Skills				
Climb				
Drive Endurance				
Gymnastics				
Heal Jump		Drawback	Donovin	
Lift		Drawback	Renown	Persistent Magic
Navigate Ride			President Parints	S
Swim			Project Points	
Interpersonal Skills				
Brag				
Empathize				
Flirt Gamble			Career Title	Power Roll + Characteristics
Handle Animals				< 11
Interrogate Intimidate				<u></u>
Lead				(17+)
Lie Music				
Persuade Read Person	Ancestry	Culture	Practical Magic	
Intrigue Skills		Languages	Keywords	Гуре
Alertness		Environment	Distance Target	
Conceal Object			Power Roll + Characteristics	
Disguise Eavesdrop			<11	
Escape Artist			12-16	
Hide Performance			17+	
Pick Lock			Effect	
Pick Pocket Sabotage		Organization		
Search				
Sneak Track			Hurl Element	
			Hull Element	
Lore Skills Culture			Keywords	Гуре
Criminal Underworld			Distance Target	
History Magic		Upbringing	Power Roll + Characteristics	
Monsters			<11	
Nature			12-16	
Psionics Religion			17+	
Rumors			Effect	
Society Timescape				