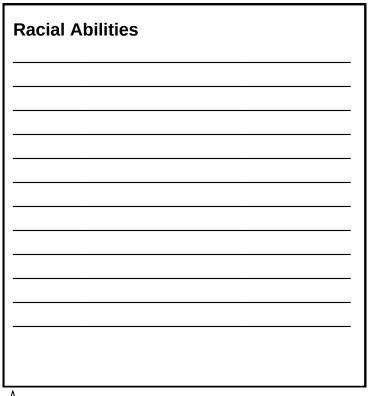
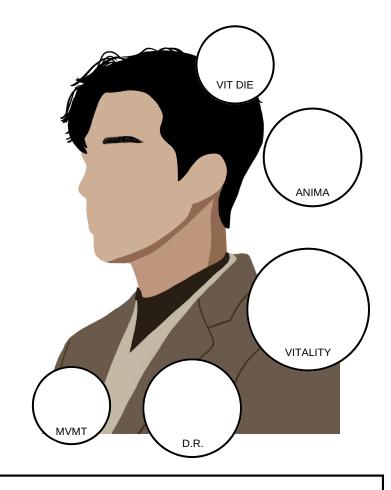
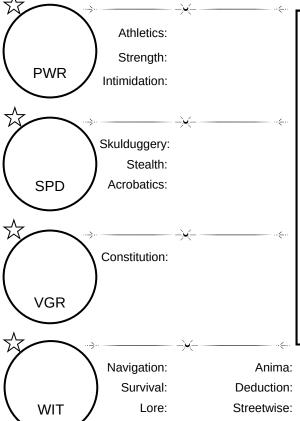
#### **Character Name:**







Perception:

Barter:

Charm:

Rally: Cool:

**PRS** 

Diplomacy:

#### Weapon Attacks Weapon: Weapon: Weapon: Mastery: Mastery: Mastery: Flat Damage: Flat Damage: Flat Damage: Rolled Damage: Rolled Damage: Rolled Damage: Crit# Crit# Crit# Crit Flat Damage: Crit Flat Damage: Crit Flat Damage: Range: Range: Range: Damage Type: Damage Type: Damage Type: Properties: Properties: Properties: MIT: MIT: MIT: Skill: Skill: Skill: Anima Cost: Anima Cost: Anima Cost:

## Battle Skills

Block: VGR Grapple: PWR

Dodge: SPD Disarm: PWR/SPD

Cleave: PWR/SPD Shove: PWR

## Vocational Skills

#### Personal Wren

Farming:		Wren Ability:
Science:		
Cooking:		Proficiency:
Medicine:		Action Type: Casting Range:
Mechanics:		Duration:
Carpentry:		To Hit:
Smithing:		Damage: Damage Type:
Mounting:		Condition #
Fishing:		Mods:
Alchemy:		•
Weaving:		•
Leatherworking:		Anima Cost:
Music:		Wren Ability:
Art:		Witeri Ability.
Botany:		Drafiaiana u
		Proficiency: Action Type:
7.6 1 ED	1 .	Casting Range:
Melee Te	echniques	Duration: To Hit:
		Damage:
Technique:	Technique:	Damage Type:
·		Damage Type: Condition #
Technique:  Action Type: Anima Cost:	Technique:  Action Type: Anima Cost:	Damage Type:
Action Type:	Action Type:	Damage Type: Condition #
Action Type: Anima Cost:	Action Type: Anima Cost:	Damage Type: Condition #
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Action Type: Anima Cost: Summary:  Technique:  Action Type: Anima Cost:	Action Type: Anima Cost: Summary:  Technique:  Action Type: Anima Cost:	Damage Type: Condition # Mods:  Anima Cost:  Wren Ability:  Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type:
Action Type: Anima Cost: Summary:  Technique:  Action Type: Anima Cost:	Action Type: Anima Cost: Summary:  Technique:  Action Type: Anima Cost:	Damage Type: Condition # Mods:  Anima Cost:  Wren Ability:  Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type: Condition #

## Racial Wren

# Discipline Wren

Wren Ability:	Wren Ability:
Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type: Condition #	Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type: Condition #
Anima Cost:	Anima Cost:
Wren Ability:	Wren Ability:
Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type: Condition #	Proficiency: Action Type: Casting Range: Duration: To Hit: Damage: Damage Type: Condition #
Wren Ability:	Wren Ability:
Proficiency: Action Type: Casting Range:	Proficiency: Action Type: Casting Range:
Duration: To Hit:	Duration: To Hit:
Damage:	Damage:
Damage Type: Condition #	Damage Type: Condition #
<del> </del>	
Anima Cost:	Anima Cost:

Equipment		

Discipline Features