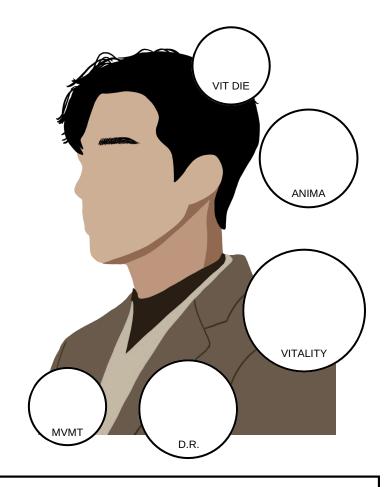
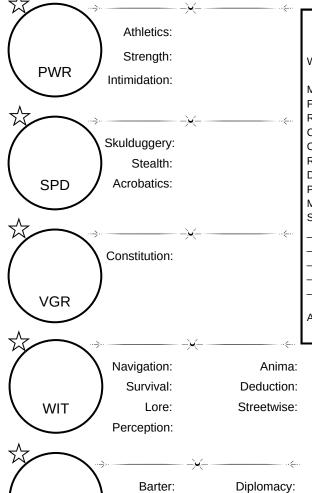
Character Name:

Racial Abilities





Charm:

Rally: Cool:

PRS

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

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

Class Wren

Wren Ability:	Wren Ability:
Proficiency:	Proficiency:
Action Type:	Action Type:
Casting Range:	Casting Range:
Duration:	Duration:
To Hit:	To Hit:
Damage:	Damage:
Damage Type:	Damage Type:
Condition #	Condition #
Anima Cast	Anima Coeti
Anima Cost:	Anima Cost:
Wren Ability:	Wren Ability:
vvi en 7 temty.	VVI CIT / Comity.
Proficiency:	Proficiency:
Action Type:	Action Type:
Casting Range:	Casting Range:
Duration:	Duration:
To Hit:	To Hit:
Damage:	Damage:
Damage Type: Condition #	Damage Type: Condition #
Condition "	Condition "
Anima Cost:	Anima Cost:
Wren Ability:	Wren Ability:
Proficiency:	Proficiency:
Action Type:	Action Type:
Casting Range:	Casting Range:
Duration:	Duration:
To Hit: Damage:	To Hit: Damage:
Damage Type:	Damage Type:
Condition #	Condition #
Anima Cost:	Anima Cost:

Equipment		

Class Featur	es			
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