Survivor	Air Materia			0	
Character Name	Species			Size	
			6'8"	223	
Player Name	Gender	Age	Height	Weight	

Soulshards RISING LEGENDS

ATHLETICS	1 : d12	ENDURE	2 : d12	MARTIAL	2 : d12
=Might	5				
ELUDE	2 : d12	NIMBLE	2 : d12	TOOLS	1 : d12
=Finesse	5				
GUILE	1 : d12	POISE	2 : d12	ZEAL	3 : d12
=Charisma	6				
MAGIC	3 : d12	NATURE	2 : d12	OBSERVE	3 : d12
=Wit	8				

10 GRIT	16 ENERGY	14 RESOLVE
4 THRESHOLD	2 PHYSICAL REDUCTION	
4 MINOR ACTIONS	5 MOVEMENT	
SENSES	Keric, Terran LANGUAGES	
UNUSUAL LIMBS AND DISTALS		

Worn	Bulk	Notes
Leather Torso Armor	2	
Adventuring Apparel	n/a	

Souls 50 Shards 70 Bulk Limit 15

Weapons	Bulk	Notes
Wind Warwand	1	
Light Shield	2	

Pack: Adventurer Backpack	Bulk	Qty	Notes
Waterskin	N3	1	
Trail Mix	1	6	
Bedroll	2	1	
Baki's Magic Marker	N1	1	Endless glowing chalk
Energy Vessel	1	1	

Pack:	Bulk	Qty	Notes

Character Name	Training Limit	AP Total	Assigned	Affinities
Survivor	1	12	12	

Action	Use	Area	Damage	Details
Wind Warwand	AT	Target 6	5 Air	Attack Elude with 2d12 | Lightweight
Light Shield	AT	Target 1	3 Bashing	Attack Elude with 2d12 | Guard 1
Elemental Fling	TA	Target 3	6 Air	DL 4 on 2d12 | Attack Elude with 2d12+1 | Accurate, Devastating
Healing Waters +1B	SP	Target 0		DL 6 on 3d12 | Heal target 4 Grit. Pay +2 Energy: Also use Sooth with +1.
Campfire +B	SP	Target 3		DL 6 on 3d12 | Target space emanates Tier 3 light in Aura 2 and sets Temperature < 70 degrees to 70.
Shun Spell	re	Self		As a Spell targets you, gain 1 on non-Elude defenses against it.
Quick Manifest	tr	Self		1 Resolve: Roll 1d12 to use Manifest Spell, DL 9.
Energy Vessel	OB	Self		Can store 1 Energy. Store 1 with Daily Magics. Or Major Action to use 1 to heal 1 Energy.

Use: ***Major***: **SP** – Spell, **TA** – Talent **|** ***Minor***: **re** – Reaction, **st** – Stance, **tr** – Trick **| ag** – Augment **| Ob -** Object

Passive Effect	Details
Full-Blooded	Gain Immunity to and +1 damage with Air.
Living Element	All Materia Species abilities gain Air as an attunement.
Element Infused	Reduce the DL to Manifest abilities attuned to Air by 2.
Elemental Form	Gain Immunity to Trauma and Devastating. Gain Vulnerable to Earth.
Biologist	Gain +1 on Diseases and Poisons Knowledge and Soothe rolls.
Survivalist	You can use Survival as part of Travel an additional time per day.