Warmage		Amphibianfused			0
Character Name		Species			Size
				5'6"	125
Player Name		Gender	Age	Height	Weight

Soulshards RISING LEGENDS

ATHLETICS 1 : d12	**ENDURE** 2 : d12	**MARTIAL** 1 : d12			
=Might 4					
ELUDE 2 : d12	**NIMBLE** 3 : d12	**TOOLS** 2 : d12			
=Finesse 7					
GUILE 2 : d12	**POISE** 2 : d12	**ZEAL** 2 : d12			
=Charisma 6					
MAGIC 3 : d12	**NATURE** 2 : d12	**OBSERVE** 2 : d12			
=Wit 7					

10	14	13
GRIT	ENERGY	RESOLVE
4	2	
THRESHOLD	PHYSICAL REDUCTION	
3	4	
MINOR ACTIONS	MOVEMENT	
Nightsight	Keric, Aquan	
SENSES	LANGUAGES	

UNUSUAL LIMBS AND DISTALS

Worn	Bulk	Notes
Lethaer Torso Armor	2	
Wizard Apparel	n/a	

Souls 27 **Shards** 14 **Bulk Limit** 12

Weapons	Bulk	Notes
Stone Warwand	1	Earth, Light
Dagger	1	Accurate, Lightweight

Pack: Adventurer Backpack	Bulk	Qty	Notes
Bedroll	2	1	
Hammock	3	1	
Waterskin	N3	1	
Trail Mix	1	6	
Creeping Stone	N5	1	
Liquid Light	N2	4	

Pack:	Bulk	Qty	Notes

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

Action	Use	Area	Damage	Details
Scorch +B	SP	Line 3	6 Fire	Attack Elude with 3d12 | May send 2 lines in different directions.
Wave +B	SP	Burst 1	3 Water	Attack Athletics with 3d12 | Use Injury d12 to Reposition. On success, use Injury d12 to Trip.
Lightning Bolt	SP	Line 6	4 Lightning	Attack Elude with 3d12 | Ignores armor. Spreads through water & metal.
Elemental Prod + 1	tr	Target 0	1 of choice	Umbral or Radiant
Warmage Stance	st	Self		Your Spells deal +1 damage for each 3 you exceed the defense roll.
Stone Warwand	AT	Target 6	4 Earth	Attack Elude with 3d12
Dagger	AT	Reach	4 C or S	Atk Elude with 2d12 | Chop: +1 dmg for each 6+ in atk roll / Stab: Bypass 1 armor for each 6+ in atk roll
Creeping Stone	tr	Aura 0		1 Resolve: Reduce the Tier of noise by 1 for 1 minute.
Liquid Light	OB	Aura 3		Shed Tier 3 light for 3 hours.

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

Passive Effect	Details
Full-Blooded	When you move in water, you may increase the spaces you move by 1.
Swimmer	Aquatic: Can breathe and speak in water. Can swim as easily as walking.
Slick	Gain +3 on defense against Grab.
Dexterous +B	Gain +1 on Balance rolls and defense against Hinder Movement. Balance does not use an action.
Sticky Fingers	Gain +1 on Climb rolls and defense against Disarm.
Silent Hunter	Gain +1 on Track and Stealth rolls.