Archer		Dragon			0
Character Name		Species			Size
				6'8"	193
Player Name		Gender	Age	Height	Weight

Soulshards RISING LEGENDS

ATHLETICS	2 : d12	ENDURE	2 : d12	MARTIAL	1 : d12
=Might	5				
ELUDE	2 : d12	NIMBLE	3 : d12	TOOLS	1 : d12
=Finesse	6				
GUILE	3 : d12	POISE	1 : d12	ZEAL	2 : d12
=Charisma	6				
MAGIC	1 : d12	NATURE	3 : d12	OBSERVE	3 : d12
=Wit	7				

11 GRIT	10 ENERGY	13 RESOLVE
5 THRESHOLD	2 PHYSICAL REDUCTION	
3 MINOR ACTIONS	5 MOVEMENT	
SENSES	Keric, Draconic, Ancient LANGUAGES	

Claws, Fangs, Horns, Tail, and Wings

UNUSUAL LIMBS AND DISTALS

Worn	Bulk	Notes
Leather Torso Armor	2	
Summer Clothing	n/a	

Souls 42 | Shards 39 | Bulk Limit 15

Weapons	Bulk	Notes
Shortbow	2	Distance Inlay, 30 arrows

Pack: Standard Backpack	Bulk	Qty	Notes
Trail Mix	1	6	
Endless Water Jug	1	1	1 Resolve = 1 Bulk Water
Bedroll	2	1	
Skeleton Key	N1	1	
Hooded Lantern	1	1	Use N1 oil each 3 hours
Oil	1	1	

Pack:	Bulk	Qty	Notes

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

Action	Use	Area	Damage	Details
Shortbow	AT	11 Range	5 Stabbing	Attack Elude with 3d12 | Devastating, Load 1, Two-Handed | May be used to Trip
Fangs	AT	2 Reach	4 Chopping	Attack Elude with 1d12 | Devastating, Lightweight
Highlight + B1	tr	9 Range		Create floating orb | sheds Tier 2 light in Aura 1 for 3rounds. Grant +1 on ranged attack rolls into the light.
Skeleton Key	tr			1 Resolve: This can lock or unlock any lock up to Tier 1 for 1 minute.
Endless Water Jug	tr			1 Resolve: Pour out 1 Bulk of water.

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

Passive Effect	Details
Full-Blooded	At the start of your turn, roll to reduce ailments afflicting you that allow you to roll at end of turn.
Dragon Element	Choose Air, Earth, Fire, Water, Mind, Body, Radiant, Necrotic, Gravity, Space, Umbral, or Time.
Dragon Resistance	Gain 6 Reduction against your Dragon Element.
Dragon Body	Your arms also function as legs and your Fangs, Horns, and Tail gain +1 Reach.
Sniper +1B	Gain +2 range with ranged weapon. Can count as in adjacent space while attacking to determine obstructions.
Trick Shooter	Can use Trip with ranged and thrown weapons, using Nimble in place of Athletics to attack.
Draconic Defenses	Gain +1 on defenses against effects that cause Encumbered, Held, Paralyzed, or Unaware.
Strengthened Wings	Gain Flight with Wings as a Primary Movement type. Double your Bulk Limit to determine your limitations for flight.
Draconic Hunting	Gain +1 on Priority rolls and Survival rolls.
Innate Appraisal +B	Gain +1 on Objects and Crafting Knowledge and Barter rolls.