Fencer	Retocuru	-1	
Character Name	Species	Size	
Player Name	Gender	Age	Height	Weight

Soulshards RISING LEGENDS

ATHLETICS	2 : d12	ENDURE	2 : d12	MARTIAL	3 : d12

=Might 7

ELUDE	2 : d12	NIMBLE	3 : d12	TOOLS	2 : d12

=Finesse 7

GUILE	2 : d12	POISE	1 : d12	ZEAL	2 : d12

=Charisma 5

MAGIC	1 : d12	NATURE	2 : d12	OBSERVE	2 : d12

=Wit 5

13 GRIT	10 ENERGY	10 RESOLVE
3 THRESHOLD	1 PHYSICAL REDUCTION	
3 MINOR ACTIONS	5 MOVEMENT	
Nightsight SENSES	Keric and Sylvan LANGUAGES	

Horns, Tail, 2 Extra Arms
UNUSUAL LIMBS AND DISTALS

Worn	Bulk	Notes
Cloth Torso Armor	.75	
Adventuring Apparel	n/a	

Souls 70 | Shards 62 | Bulk Limit 13.5

Weapons	Bulk	Notes
Heavy Shield	1.5	
Heavy Crossbow	1.5	30 Bolts

Pack: Adventurer Backpack	Bulk	Qty	Notes
Trail Mix	.75	6	
Waterskin	N3	1	
Hammock	2.25	1	
Bullseye Lantern	.75	1	
Oil	1	1	
Energy Vessel	1	1	

Pack:	Bulk	Qty	Notes

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

Action	Use	Area	Damage	Details
Horns	AT	Reach	4 Stabbing	Attack Elude with 3d12 | Devastating, Lightweight
Tail	AT	Reach	3 Bashing	Attack Elude with 3d12 | Disarm, Inaccurate, Lightweight, Trip, Grab
Heavy Shield	AT	Reach	3 Bashing	Attack Elude with 3d12 | Guard 2
Heavy Crossbow	AT	Target 14	7 Stabbing	Attack Elude with 3d12 | Demoralize, Load 3, Mechanical, Two-Handed
Skittish	re	Self		After a creature moves within 1 range, move 1 space.
Horn Strike	re	Self		After declaring an attack with Horns, gain +1 damage, Accurate, and Trauma on the attack.
Playful Strike	tr			Attack Elude with 3d12 | Cause Tier 1 Trauma.
Lunge	tr	Self		1 Movement: Gain +1 Reach on melee attacks for 1 round.
Fencer Stance	st	Self		Have a Free Limb and < 3 Bulk worn armor to gain +1d12 on on and against physical attacks.
Lethal Accuracy +1	TA	Self		DL 6 on 2d12 | For 4 rounds, for each dice beyond the first that would succeed a physical attack, gain +1 damage.
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	Your Tail gains Grab. Climbing does not cause Encumbered.
Tree Dweller	Overgrowth does not cause Encumbered or Slowed.
Eclectic	Gain +1 on Abilities Knowledge rolls.
Lightfooted	Gain +1 on Jump rolls and +1 Movement Pool while Dashing or Running.
Extra Arms	Gain 2 arms.