Warder	Shade				-1
Character Name	Species				Size
				3'9"	41
Player Name	Gender	Age		Height	Weight

Soulshards RISING LEGENDS

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

12 GRIT	14 ENERGY	11 RESOLVE
4 THRESHOLD	3 PHYSICAL REDUCTION	
2 MINOR ACTIONS	4 MOVEMENT	
Darksight SENSES	Keric and Demonic LANGUAGES	

UNUSUAL LIMBS AND DISTALS

Worn	Bulk	Notes
Wood Torso Armor	2.25	
Commoner's Apparel	n/a	

Souls 13 | Shards 57 | Bulk Limit 15.75

Weapons	Bulk	Notes
Throwing Hammer	.75	Quantity 4
Light Shield	1.5	

Pack: Standard Backpack	Bulk	Qty	Notes
Waterskin	N3	1	
Trail Mix	1	6	
Bedroll	1.5	1	
Acid Bomb +2	N2	4	

Pack:	Bulk	Qty	Notes

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

Action	Use	Area	Damage	Details
Throwing Hammer	AT	Reach	4 Bashing	Attack Elude with 2d12 | Dazzled, Disarm, Lightweight | Can throw with 3 range
Light Shield	AT	Reach	2 Bashing	Attack Elude with 2d12 | Guard 1
Acid Bomb +2	OB	Target 3	6 Acid	Throw into a space with 2d12 to attack Elude with 2d12 in a Burst 2. Have 4 in backpack.
Detect Magical Abilities	SP	Self		DL 6 on 3d12 | Know if there is a magical ability ongoing or being Manifested in an Aura 6 for 1 hour.
Repel	SP	Aura 3		DL 6 on 3d12 | For 1 min, as Mindless creature moves towards you, it rolls Nature, DL 6 or does not approach you for 1 min.
Resist Element	SP	Target 1		DL 6 on 3d12 | Choose an Element. Target gains Resistance to the chosen Element for 3 minutes.
Phasing	TA	Self		DL 6 on 3d12 | Move up to 2 spaces. Phase during this movement.
Redirect Launch	re	Target 3		As object up to 6 Bulk enters target space, change the direction it is moving 1 space left or right, DL 9 on 1d12.
Mage Block +1	re	Target 0		As a magical effect attacks Elude or Endure of target creature, grant +1 on the defense.
Warder Stance	st	Self		Spells you Manifest use their normal duration while you are in Conflict.
Life Sap	tr	Burst 1	2 Necrotic	1 Resolve: Attack Nature with 2d12. If this causes Injury, heal 1 Grit.
Vanish	tr	Self		Become Invisible for 3 - prior uses rounds. If you use an action, this effect ends.

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 Necrotic.
Necrotic Body	Can be affected as if Undead. Gain +2 on defense against Diseases of the Body. Vulnerable to Radiant.
Necrotic Attuned	Reduce the DL to Manifest Necrotic abilities by 2.
Fit Anywhere	Gain +1 on Escape and Squeeze rolls.
Fireproof	Gain 1 Fire Reduction.