| Name:   |                    |                 |             |                                |            |                      | Legan     | d of a     | S. T.        |
|---|--------------------|-----------------|-------------|--------------------------------|------------|----------------------|-----------|------------|--------------|
| CLAN:   |                    | SCH             | OOL:        |                                |            |                      | A Ham     | Par        |              |
| Rank:   |                    | INSI            | GHT:        | (RINGS X 10) + SKILLS + INSIGI | HT BONUSES |                      |           |            |              |
|   |                    |                 |             | ,                              |            |                      | ROLEPLAY  | ing Gai    | ME           |
| Earth   | WILLPOWS.          | Water           | PERCEPTION  | Fire                           | TELLIGENCE | Air                  | PNARENESS | Void       |              |
|   | ,                  |                 | )           |                                |            |                      | )         | POINTS SPE |              |
| PRIMARY WEAP  ROLL TO ATTACK (TRAIT/WEAPON SKILL)  DR QUALIT  SPECIAL ABILITIES |                    |                 |             | SKILLS<br>KILL NAME            | EMPH.      | ASES                 | VOIL      | RANKS      | SKILL SKILL  |
| ARMOR TN BONUS SPECIAL ABILITIES  | QUALITY            |                 | -<br>-<br>- |                                |            |                      |           |            |              |
| TN TO BE HIT  |                    |                 | _           |                                |            |                      |           |            |              |
| TN TO BE HIT =  REFLEXES X 5 + ARMOR + OTHER MODIFIERS  OTHER MODIFIERS         |                    |                 | -<br>-<br>- |                                |            |                      |           |            |              |
| INITIATIVE  |                    |                 | -           |                                |            |                      |           |            | $\bar{\Box}$ |
| ROLL REFLEXES/SCHOOL R  | ANK                |                 | -           |                                |            |                      |           |            |              |
| CURRENT INITIATIVE  |                    |                 | -           |                                |            |                      |           |            |              |
| WOUNDS (EARTH )   | X 2 PER LEVEL, EAR | TH X 5 FOR OUT) | -           |                                |            |                      |           |            |              |
| WOUND<br>LEVEL  | TOTAL              | CURRENT         | -<br>-      |                                |            |                      |           |            |              |
| HEALTHY (+0)  |                    |                 | _           |                                |            |                      |           |            |              |
| NICKED (+3)   |                    |                 | -           |                                |            |                      |           |            |              |
| GRAZED (+5)   |                    |                 |             |                                |            |                      |           |            |              |
| HURT (+10)  |                    |                 |             |                                | M          | ASTERY ABILITIES     |           |            |              |
| INJURED (+15)   |                    |                 | _           |                                |            |                      |           |            | _            |
| CRIPPLED (+20)  |                    |                 |             |                                |            |                      |           |            |              |
| DOWN (+40)<br>MUST SPEND VOID TO ACT  |                    |                 | _           |                                |            |                      |           |            |              |
| <b>OUT</b><br>CANNOT ACT  |                    |                 | -           |                                |            |                      |           |            | _            |
| GLORY:  | Honor              | : STA           | TUS: _      |                                | WLANDS     | EXPERIENCE<br>POINTS |           |            |              |

| EQUIPI                       | HERITAGE               |               |
|------------------------------|------------------------|---------------|
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|                              |                        | ADVANTAGES    |
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| TECHNIQUES, SPELLS, KATA, KI | HO, SHADOWLANDS POWERS |               |
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