Name:		TOTAL SCHOOL RA	NK: 🕜 🇐	legend viele
AFFINITIES:	DEFICIENCI	ES:		Have Pines
	Spell Slots by R	LING		OF EN AVING GAME
EARTH:	WATER:	Fire:	Air:	Void:
	WAIEK.	TIKE.	Alle	Volb.
	I	GRE		
	Sense		Comm	une
TN: <u>15</u> ROLL: <u></u> DURATION: <u>Total Concent</u> AREA OF EFFECT: <u>10 foot</u> 1 RANGE: <u>Self</u> EFFECT: <u>Cast with the Rin</u> sensed. Gain a supernatu you, including location a <u>Reveals presence and gen</u> SPECIAL RAISES: <u>Raise on</u> times for 20 feet and 9 tim	ery Level: <u>1</u> INNATE <u>KEEP:</u> ration radius ag appropriate to the element ural awareness of elements ond type (limited by your ka meral condition of living b acce to increase radius to 15	TN: Dur Are Ran ental being s arround nowledge). eings. 5 feet, 4 Spir 5 feet, 4	G: <u>Universal</u> Mastery Lev <u>15</u> Roll: <u>Keel</u> ATION: <u>Total Concentration</u> A OF EFFECT: <u>One Kami</u> GE: <u>100 feet</u> SCT: <u>Cast with the Ring appro- muned with. Commune with</u> 1 question of the spirit. Can its, or all Mastery level 1 spel CIAL RAISES: <u>1 raise to ask an</u> answer, or raise the mastery Counter	VEL: <u>1</u> INNATE ABILITY: P: P: Priate to the elemental being a single spirit in the area. reveal general attitude of Ils cast in the last hour. So ther question, or get spe- level of spells or hours by 1
TN: I5 ROLL: KEEP: DURATION: Special (Total Concentration to hover) AREA OF EFFECT: One cubic foot RANGE: 10 feet EFFECT: Cast with the Ring appropriate to the elemental being summoned. Summon a hovering ball of elemental matter within range. Elements must be something that occurs naturally. Crystal and jade offer no defense vs. Shadowlands taint SPECIAL RAISES:			Varies ROLL: KEEL ATION: Instantaneous A OF EFFECT: One shugenja GE: 100 feet ECT: Cast with the Ring oppose mediately end the effects of one oell and Ring being used. Ma g cast, TN equal to opponent CAL RAISES: 1 Raise to exten uppress the tug effect, failure	site to spell being countered. ne other spell. Must be aware istery Level is equal to spell t's casting result. d range by 100 feet, 2 raises
Ring: Mastery Level: Innate Ability: □ TN: Roll: Keep: Duration: Area of Effect: Range: Effect:		TN: Dur Are Ran Effi	ROLL: KEEI ation: a of Effect: ge: ect:	
Special Raises:			CIAL RAISES:	

Ring: Mastery Level: Innate Ability: 🔲	Ring: Mastery Level: Innate Ability: 🗖
TN: ROLL: KEEP:	TN: Roll: KEEP:
DURATION:	DURATION:
Area of Effect:	Area of Effect:
RANGE:	Range:
Effect:	Effect:
Special Raises:	Special Raises:

TN: Roll: KEEP: Duration: Area of Effect: Range: Effect:		MASTERY LEVEL:	
Area of Effect: Kange:			
Range:	JURATION:		
Kange: Effect:	AREA OF LFFE		
Effect:	KANGE:		
	Effect:		
	SPECIAL RAISE	s•	
Special Raises:	JI ECIAL INAISE	3.	

ГN:	DOLL		
	NOLL:	KEEP:	
DURATION:			
AREA OF EF	FECT:		
Range:			
Effect:			
SPECIAL RAI	ISES:		

Ring: Mastery Level: Innate Ability: TN: Roll: Keep: Duration: Innate Ability:	TN: ROLL: KEEP: Duration:
AREA OF EFFECT: RANGE: EFFECT:	Area of Effect: Range: Effect:
SPECIAL RAISES:	SPECIAL RAISES:

			INNATE ABILITY: 🗆
		KEEP:	
DURATION:			
AREA OF EFFEC	ст:		
RANGE:			
EFFECT:			

	MASTERY LEVEL:	
	COLL: KEEP:	
DURATION:		
Area of Effec	CT:	
RANGE:		
Effect:		
SPECIAL RAISES		