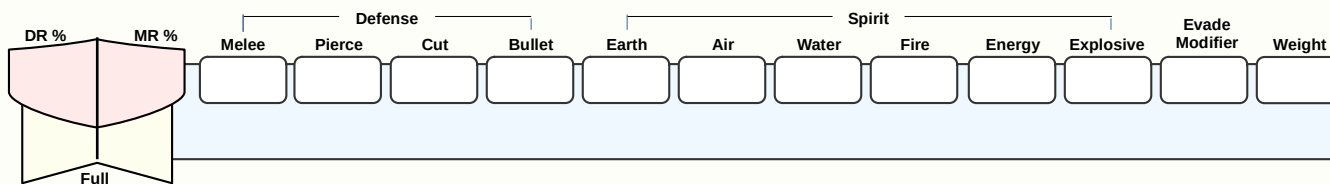


Fire Arm	Weapon	Attack	Parry	Range	Hit Chance	Weight	Durability	Rate of Fire	2-Handed LH RH			
	Rune Stone											
Melee									2-Handed LH RH			
	Rune Stone											
Ammo	Ammo	Attack	QTY	Other Information	Shield	Item	QTY	Other Information	Feet	Footwear	Attack	Other Information
	Rune Stone					Rune Stone						

Body Armor	Armor	DR %	MR %	Melee	Pierce	Cut	Bullet	Earth	Air	Water	Fire	Energy	Explosive	Evade Modifier	Weight
	Layer 1 Body & Arms														
Over Wear	Layer 2 Body & Arms														
	Rune Stone														
Vest	Layer 3 Body														
	Rune Stone														
Arm Wear	Layer 3 Arms														
	Rune Stone														
Leg Wear	Layer 1 Legs														
	Rune Stone														
Foot Wear															
	Rune Stone														
Head Wear	Layer 1 Helmet														
	Rune Stone														
Cowl	Layer 2 Helmet														
	Rune Stone														
Over Garment															
	Rune Stone														



Back Story

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Portrait

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Personality

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Culture & Beliefs

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Description

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Languages

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Talents

Talent

Effects

Talent	Effects
Handicaps []	
Handicaps []	
Handicaps []	
Handicaps []	
Handicaps []	
Handicaps []	

Alterations

Alteration

Effect & Description

Alteration	Effect & Description
[]	
[]	
[]	
[]	
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[]	
[]	

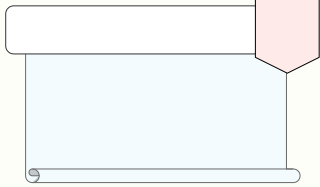
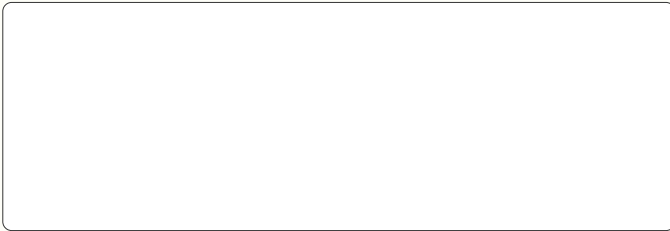
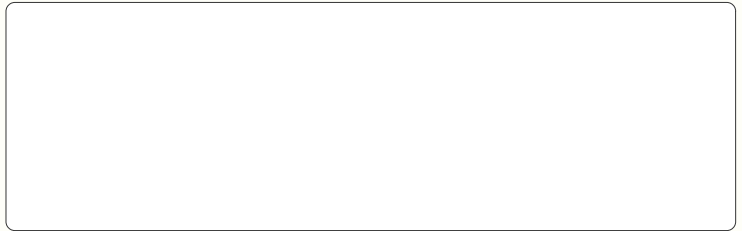
Profession

Community

Weapon & Armor Types

Tier

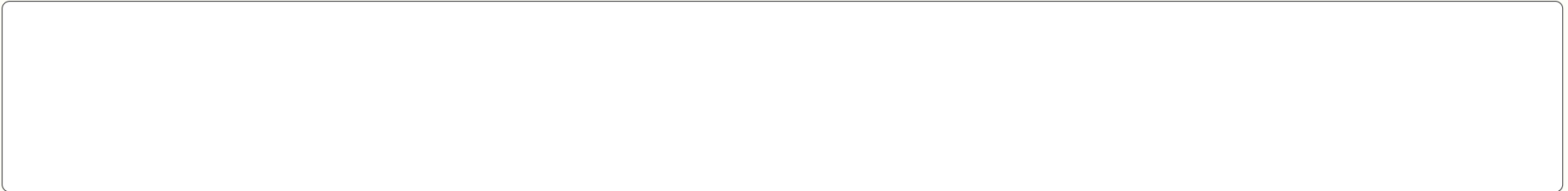
Applied
Traits

A light blue rectangular area with a white border, representing the field for Applied Traits. It is partially covered by a pink tier indicator on the right side.A large empty rectangular box for entering information about the profession's community.A large empty rectangular box for entering information about the profession's weapon and armor types.


Salary

A small empty rectangular box for entering the profession's salary.

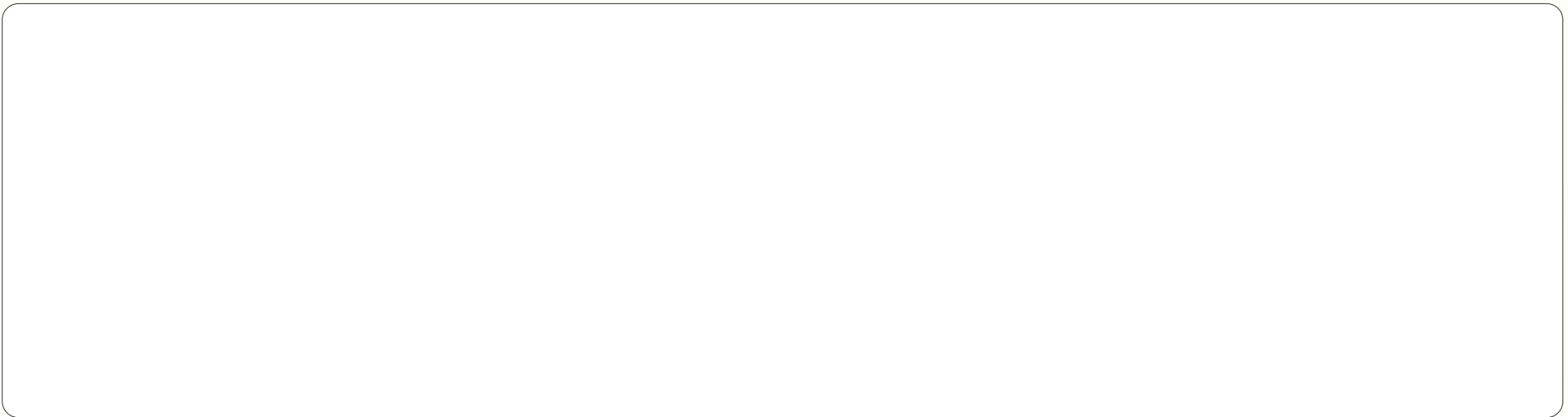
Bonuses

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Penalties

A large empty rectangular box for entering information about penalties.

Other Information

A large empty rectangular box for entering other relevant information.

Quest

Curses

Blessings

NPC's

Bounties

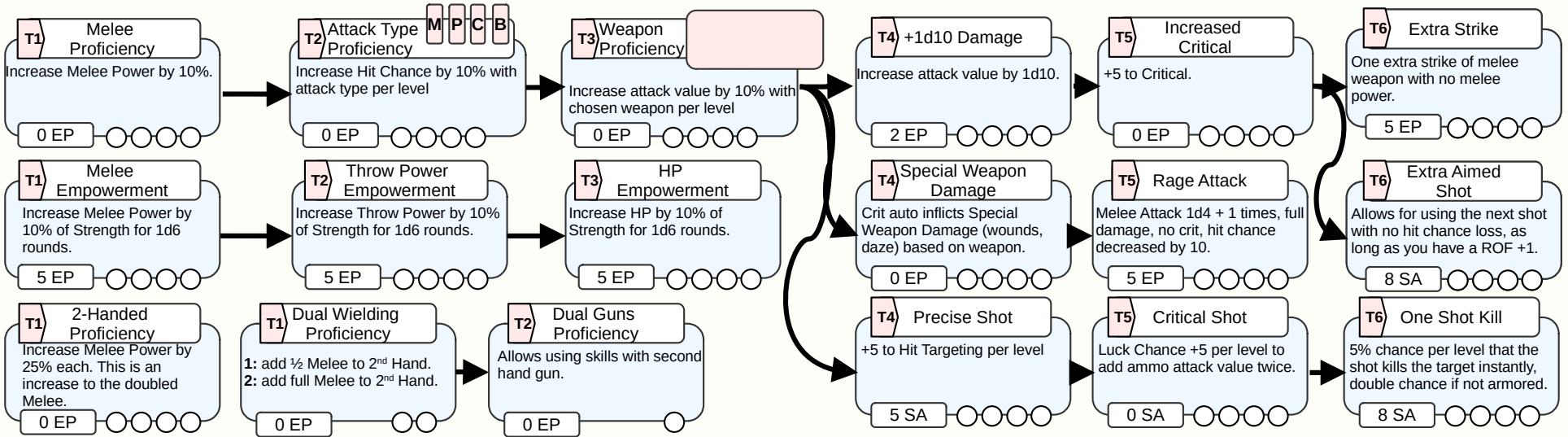
Prestige

Notes

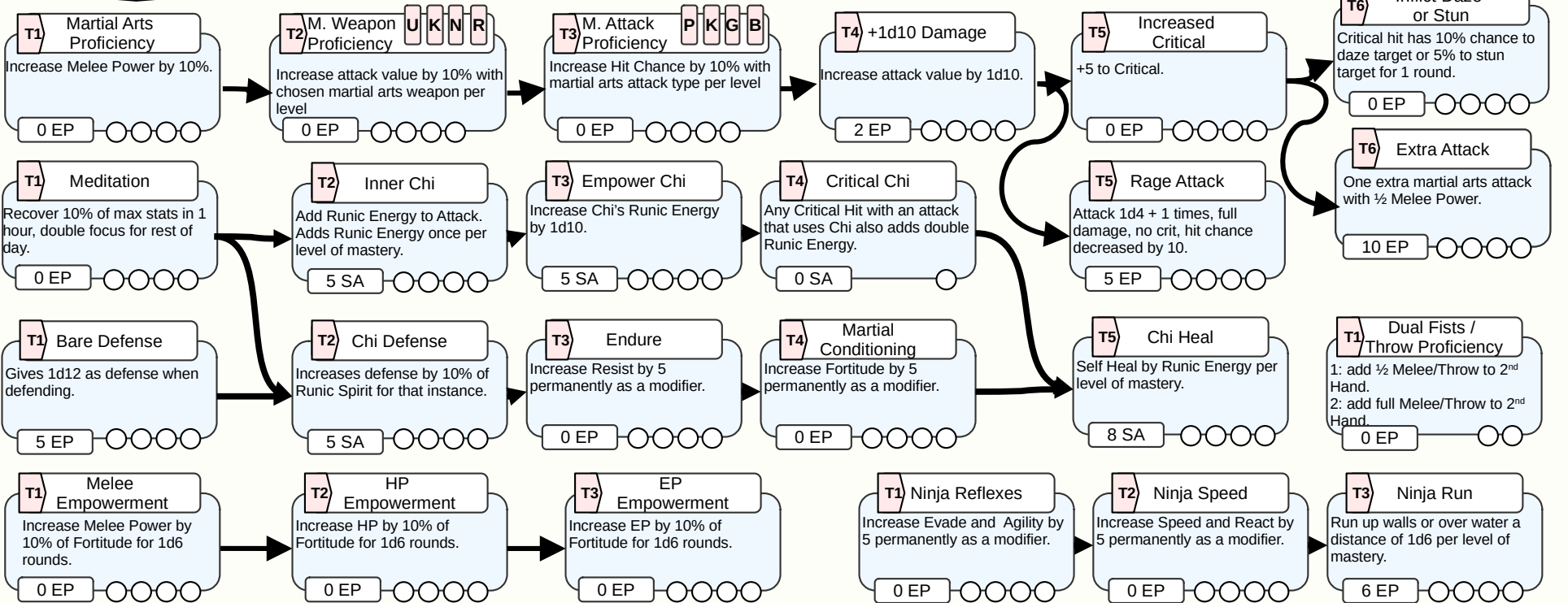
Date

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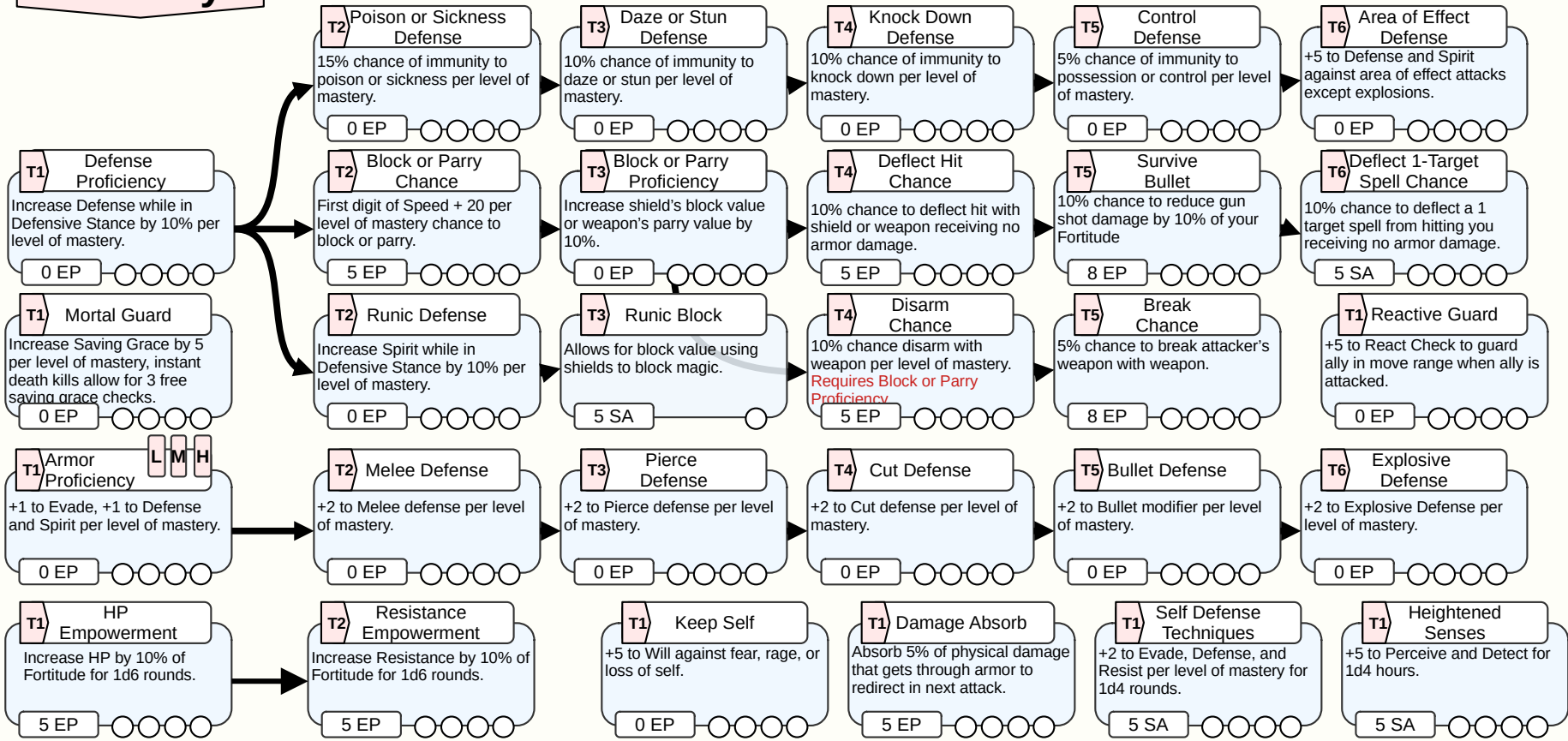
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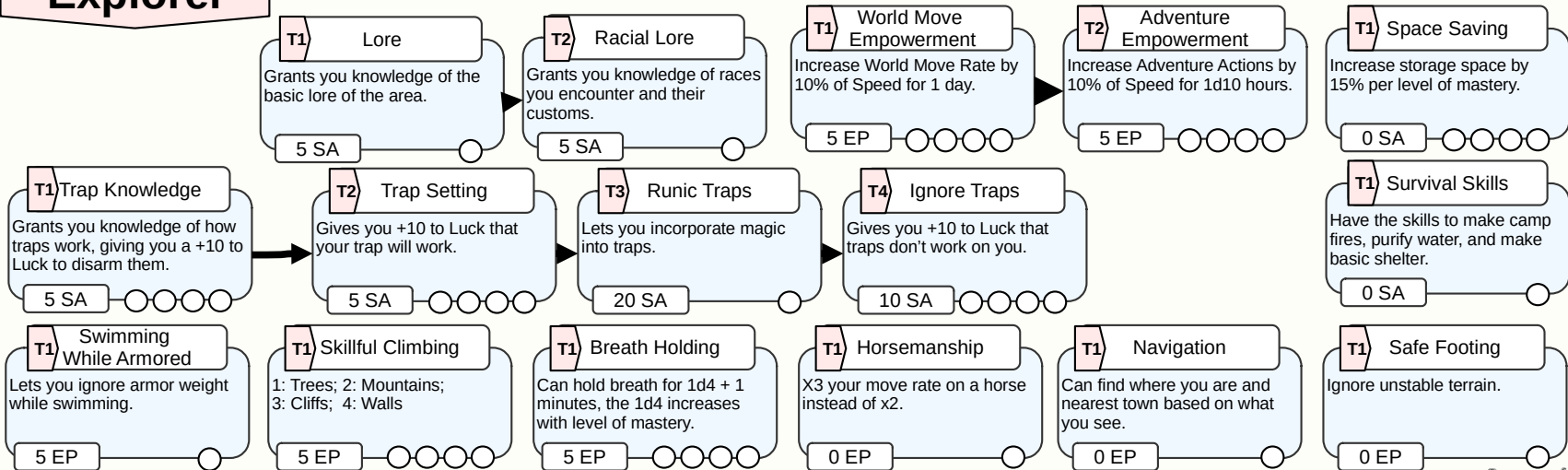
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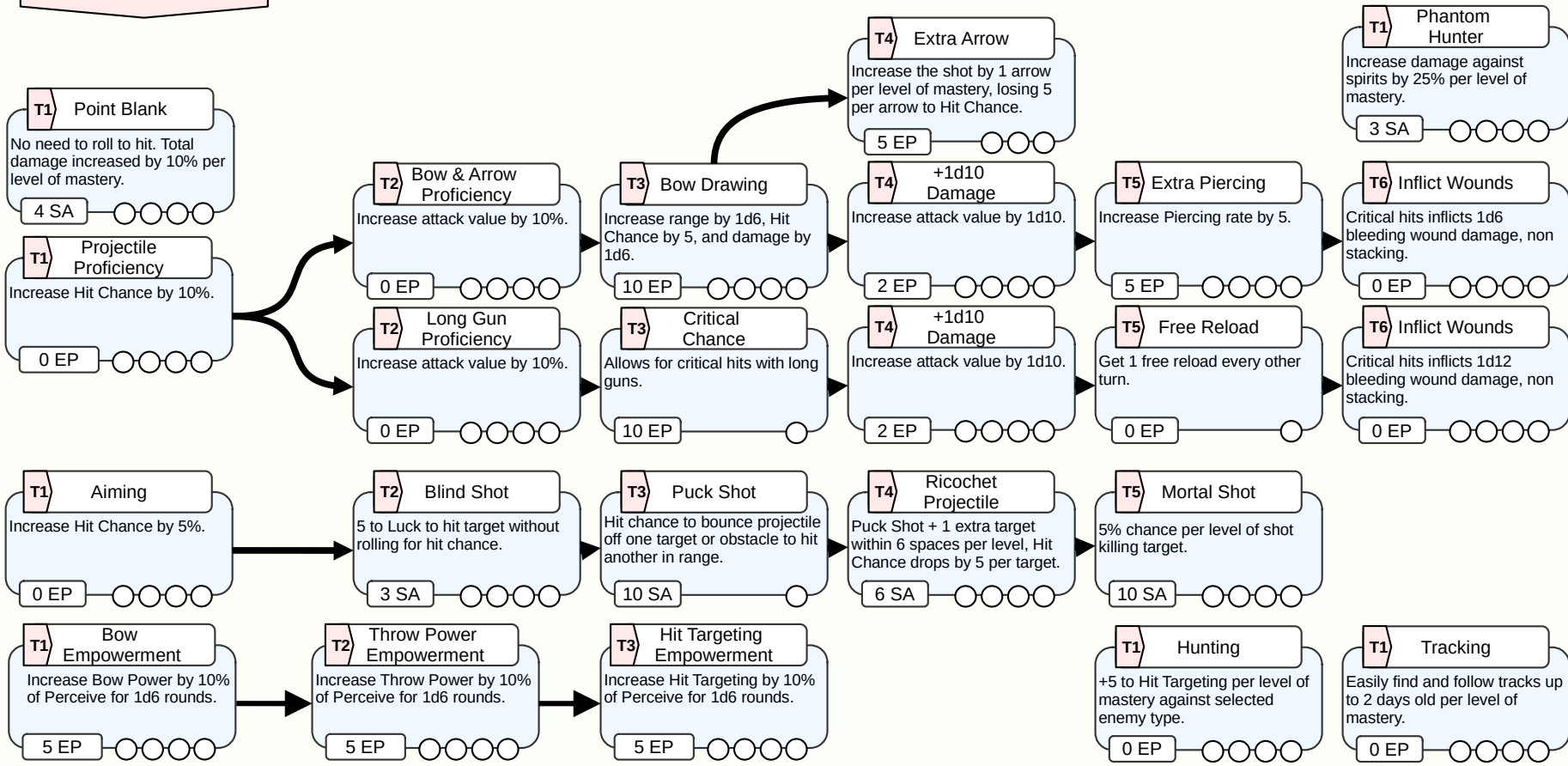
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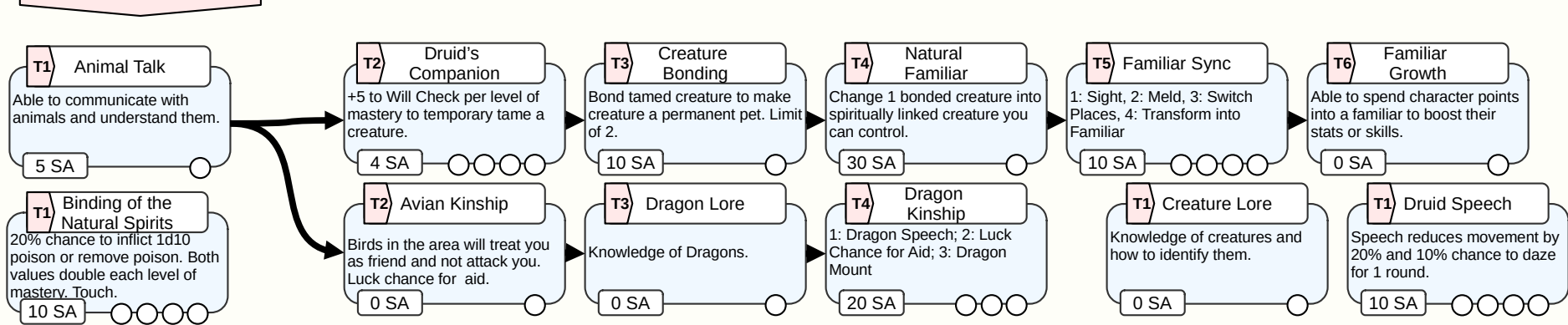
Explorer



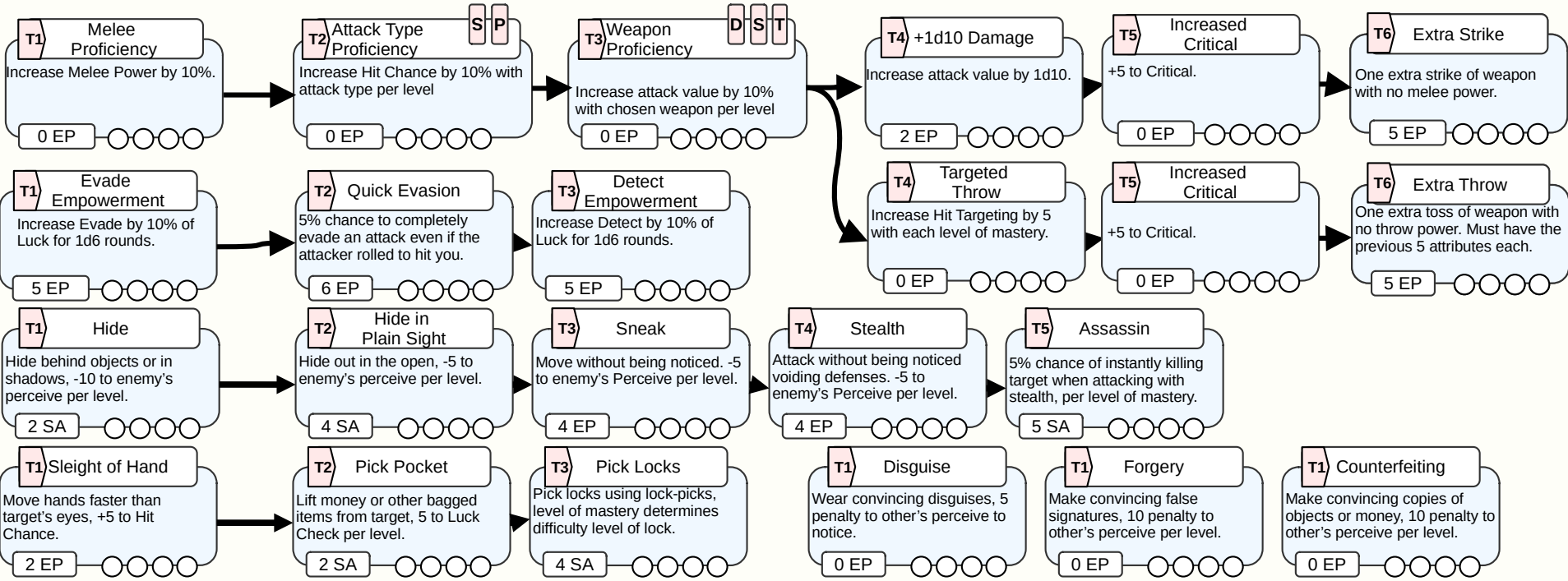
Hunter



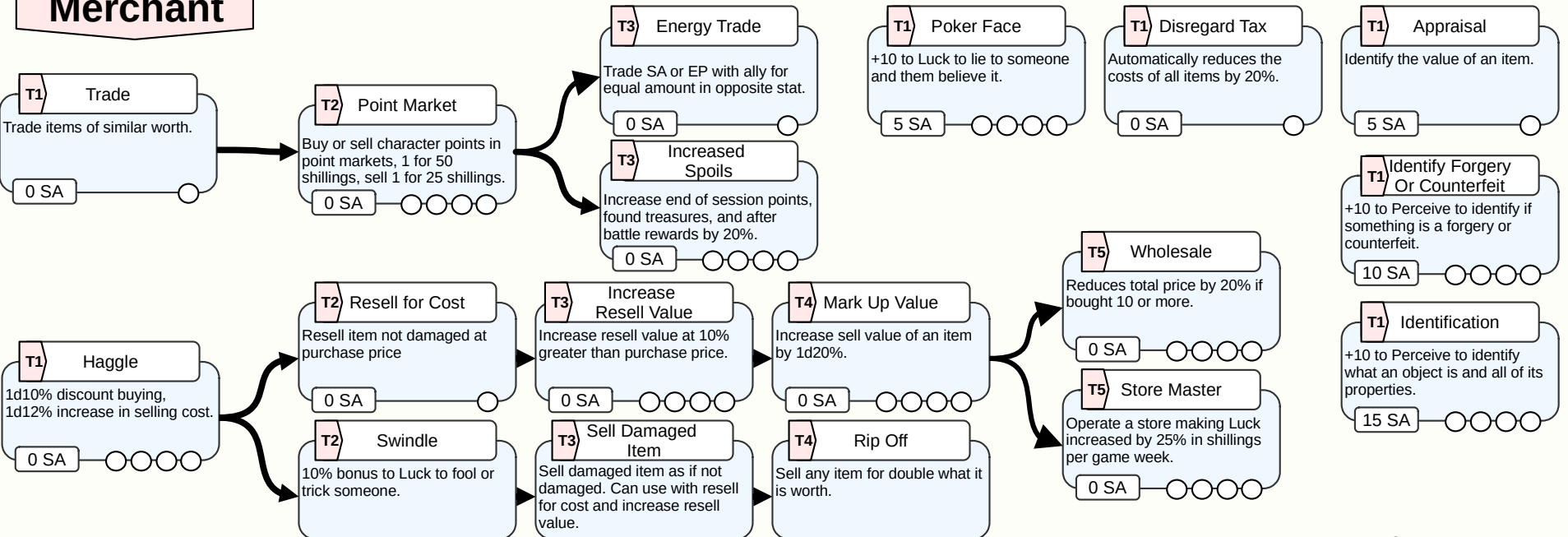
Druid



Thief



Merchant



Runic Mage

T1 Magic Proficiency
Increase Runic Energy by 10%.
0 SA

T2 Spell Slinger
Increase Hit Chance of spell by 10% per level of mastery.
0 SA

T3 Staggering Spell
10% per level of mastery to daze target for 1 round.
4 SA

T4 Piercing Spell
Causes spells to pierce 5% per level beyond spirit to affect HP.
4 SA

T5 Splitting Magic
Causes a single target spell to split to an additional nearby target per level.
4 SA

T6 Spell Bomb
Changes a single target spell to affect all surrounding spaces.
10 SA

T2 Spell Necessity
Allows you to use HP to fuel spell if not enough SA.
0 SA

T3 Magic Channeling
Increase spell damage by extra runic energy for each casting round added.
0 SA

T4 Child of Magic
See Description of skill.
0 SA

T5 Elemental Blood
SA regenerates at 30% of Runic Soul per level of mastery per round or hour.
0 SA

T6 Magic Grace
Causes spells that affect everyone in an area to not harm allies or benefit enemies.
0 SA

T1 Battle Mage
In defensive stance 5% spell damage absorbed to restore SA.
0 SA

T2 Magic Absorb
Absorb 5% of spell damage that gets through armor to redirect in next casting..
5 SA

T3 Magical Vampirism
10% of spell damage done to target returns to user to restore HP.
5 SA

T4 Magical Counter
Allows your counter attack action to be a spell cast.
10 SA

T5 Quick Cast
Allows you to quickly cast an instant or 1 round cast spell with no runic energy added.
8 SA

T1 Magic Sense
Allows you to sense magic and its element.
0 SA

T2 Magic Break
Allows you to throw up to 25% per level of SA to break a spell lock or trap.
0 SA

T1 SA Empowerment
Increase SA by 10% of Mental for 1d6 rounds.
5 EP

T1 Soul Empowerment
Increase effects of spells by runic soul as a percentage for 1d6 rounds.
5 EP

T5 Magic Mirror
Reflects 10% of spell back at target.
10 SA

T6 Mana Weapon
Gives your weapon an edge with your elemental properties, adding Runic Energy + 1d20 to attack.
10 SA

T1 Rune Stone Theory
Create rune stones and use rune stones more effectively, including applying effects before mastery.
0 SA

T2 Magic Theory
+1d8 to Runic Energy per level of mastery.
0 SA

T3 Anima Stone Theory
Create, use, and interact with Anima Stones.
10 SA

T4 Create Magical Totem
Create a magical totem. See description for more info.
10 SA

T5 Magic Ink
Ability to write spell scrolls.
8 SA

T6 Rune Tattooing
Tattoo that increases Runic Stats by 5 each per level of mastery, except casting speed.
15 SA

T1 Sorcery
Allows use of alchemical ingredients for spell casting.
0 SA

T2 Arcessomancy
Allows use of sacrifice to have supernatural aide.
0 SA

T4 Elemental Bonding
Bond with an elemental that you can cast through your rune stone.
10 SA

T5 Wizard's Familiar
Transform elemental into familiar.
10 SA

T6 Familiar Evolution
Grow and strengthen familiar.
10 SA

T1 Magic Study
+1d4 in Character Points per level of mastery for casting or attempting to cast spells.
0 SA

T2 Spell Modification
Modify and upgrade mastered spells.
0 SA

T3 Spell Crafting
Create new spells using spell components.
0 SA

T4 Spell Deconstruction
Break down spells into spell components.
20 SA

Priest

T1 Glamour
Gives the illusion of good aura and grants a +5 to Influence for 1 hour.
5 SA

T2 Spiritual Glow
Gives the target a -5 will penalty against you when you are using glamour.
4 SA

T3 Iron Will
+10 to Will and extra +5 to Influence per level of mastery for 1 day.
15 SA

T2 Intimidation
Makes you appear more intimidating giving you an extra 3 to Influence and targets a -3 to Will.
5 SA

T3 Fear
Causes targets to need to make a will check or run from you for 1d4 rounds.
10 SA

T1 Calming Aura
Removes and prevents the effects of rage or fear from self and allies in 1x1 area for 1d6 rounds.
10 SA

T2 Inner Peace
Grants you the benefits of rage and not the negatives when in rage.
0 SA

T3 Religious Sanctuary
Grants self and those in 3x3 area +10 to Will against possession, fear, and rage for 1d4 rounds.
10 SA

T4 Positive Energy
Grants self and those in 3x3 area +5 to any skill roll or stat check while in area, for 1 round.
10 SA

T5 Gift of Tongues
Grants self and those in 3x3 area double runic speed, and movement for 1d3 rounds.
40 SA

T6 Prayer
Read skill description.
45 SA

T6 Religious Might
Damage done against opposite alignment targets doubled and always crit.
0 SA

T1 Sense Emotion
Can sense emotion of target within 10 feet of you.
5 SA

T2 Detect Lies
Can tell if someone is lying to you with +10 to perceive.
5 SA

T4 Negative Energy
Causes enemies in 3x3 area around you to have a 5 penalty to any skill roll or stat check for 2 rounds.
5 SA

T5 Reading the Scriptures
Grants self and those in 3x3 area immunity to any kind of control for 1d4 rounds.
30 SA

T6 Divine Protection
A holy spirit protects self and all allies for a total of 1d% damage.
10 SA

T2 Sense Alignment
Can sense alignment of target within 10 feet of you.
5 SA

T3 Conversion
SA cost = 2 points of moral points per level of mastery to target.
5 SA

T5 Misreading the Scriptures
Causes enemies in 3x3 area around you to make a Will check with 5 penalty or be controlled for 1 round.
10 SA

T6 Demonic Protection
A demon of Xodod protects you and allies from 4d20 damage, and counters half damage.
10 SA

T1 Spiritual Communication
Grants 1 minute to talk to any spirits in the area.
2 SA

T2 Spirit Armor
Coats armor of self with spirit energy giving +5 Runic Spirit for 1d4 rounds.
10 SA

T3 Spirit Barrier
Coats allies, not self, with spirit energy giving +5 Runic Spirit for 1d4 rounds.
10 SA

T4 Spirit Guard
Grants +5 to Saving Grace for 1 day to self.
10 SA

T5 Curse of Tongues
Causes enemies 3x3 area around you to be unable to move and have half evade and runic speed for 1d3 rounds.
40 SA

T6 Dogma
If the enemy targets you, the enemy must make a will check with 5 penalty to attack you instead of itself. 1d6 R.
8 SA

T5 Spirit Energy
Restores self and those in 3x3 area with 5 HP, SA, and EP, lasts 1d4 rounds.
15 SA

T6 Summoning
Read skill description.
45 SA

T1 Identify Curse
Allows you to identify any curse and its properties by sight.
10 SA

T2 Revoke Curse
Allows you to break curses on people, not objects. Level of curse depends on mastery.
5 SA

T3 Purify Object
Allows you to break curses on objects, not people. Level of curse depends on mastery.
5 SA

T4 Exorcise
Allows you to free people from possessions by using your Will + 10.
10 SA

T1 Laying Hands
Harm or Heal touched target by Runic Soul + 1d6.
5 SA

T2 Holy Hands
Either remove effects of poison by touch or cause 1d6 HP poison.
25 SA

T3 Reviving Hands
15% chance to revive the recently dead by touch or to cause the undead to cease movement.
10 SA

T4 Miracle Touch
15% chance to restore or remove 1d4 Mortality Points by touch.
10 SA

T1 Sigil Identify
Recognize and understand the meaning of a sigil and to what it belongs to.
10 SA

Entertainer

T1 Seduced Haggle
Causes the skill Haggle to always be successful against seduced targets.
5 SA

T1 Tone & Rhythm
Able to hold a beat and sing or play instruments.
0 EP

T1 Voice Training
Causes your singing skills to cost 25% less SA to use.
0 SA

T1 Dance Training
Causes your dancing skills to cost 25% less EP to use.
0 SA

T1 Seduction
20% chance to seduce target to fight for you and defend you. 5 penalty to target's will.
5 SA

T2 Sickening Tones
40% chance to decrease targets in 3x3 area move by half and potential damage by 10%.
4 SA

T2 Relaxing Tones
80% chance to restore 1d10 EP to all in 3x3 area.
4 SA

T2 Tap Dance
35% chance to inflict confusion on those in 3x3 area around you.
4 EP

T2 Alla Breve Aria
Increases movement rates by 20% for those immediately around you for 1 hour..
5 SA

T2 Lullaby
30% chance to put targets in 3x3 area to sleep.
4 SA

T2 Aura of Lust
Adds seduction affect to singing or dancing affecting a 3x3 area.
0 SA

T3 Damaging ShriII
Also cause Runic Energy + 1d8 damage with Sickening Tones.
3 SA

T3 Restoring Tones
Adds 1d8 SA restore to Relaxing Tones.
4 SA

T3 Weapon Dance
Adds weapon attack to Tap Dance hitting those around you.
5 EP

T3 Norvus's Performance
Grants anyone in 3x3 space area around you +2 to Defense and Spirit for 1d6 rounds.
5 SA

T3 Backwards Waltz
10% chance to cause targets in 3x3 area to move opposite than intended for 1d6 rounds..
5 EP

T2 False Love
Adds 10% chance per affected target that they will kill themselves should you fall in battle.
8 SA

T4 Aria of Blood
Add to Sickening Tones, add Runic Soul to dmg, returns 10% to self and allies to heal HP.
4 SA

T4 Purifying Tones
Adds poison, nausea, and sickness removal to Relaxing Tones.
5 SA

T4 Soul Moves
Adds Runic Soul as HP damage to affected targets of Tap Dance.
4 SA

T4 Cantata For Battle
Grants anyone in 3x3 space around you +1d10 to Melee, Bow, Throw and Runic Energy for 1d6 r.
5 SA

T4 Joasri's Dance
10% chance to effect those in 3x3 area to have to make luck check for spells to work as intended 1d6R.
6 EP

T1 Musical Instruments
Increases effects of singing or dancing by runic energy
5 SA

T5 Runic Sonata
Add effect depending on element, see skill for more info.
10 SA

T5 Healing Tones
Adds 1d10 HP restore to Relaxing Tones.
4 SA

T5 Runic Shuffle
Add effect depending on element, see skill for more info.
10 SA

T5 Kymara's Solo
Grants anyone in 3x3 space around you 1d20 modifier to HP and +5 Saving Grace for 1 hour.
6 SA

T5 Cursed Ground Tango
Anyone in 3x3 area will suffer your Runic Soul worth of HP damage with each space moved 1d6R.
25 EP

T1 Distraction
25% chance to distract target from casting spells, 10 penalty to their Focus.
4 SA

T6 Death's Opera
Add 5% chance of instant death to affected targets to Sickening Tones.
5 SA

T6 Spector's Waltz
Add 5% chance of instant death to affected targets to Tap Dance.
5 SA

T6 A Concert for Zodo
Grants anyone in 4x4 around you 1d6 SA, Runic Energy, Runic Soul, and dominance. 1d6R
8 SA

T1 Battle Waltz
Allows you to move with your dance, affecting a 3x3 area along your movement path.
10 EP

Scholar

T1 Study Habits
Increases your Character Point Rate by +0.15 per level of mastery.
0 SA

T1 Skilled Concentration
+10 to Focus per level of mastery.
5 SA

T2 Study Session
Increases your End of Session bonus by 1d20 per level of mastery.
0 SA

T2 Translate
+10 to Mental to translate written foreign or obscure languages.
5 SA

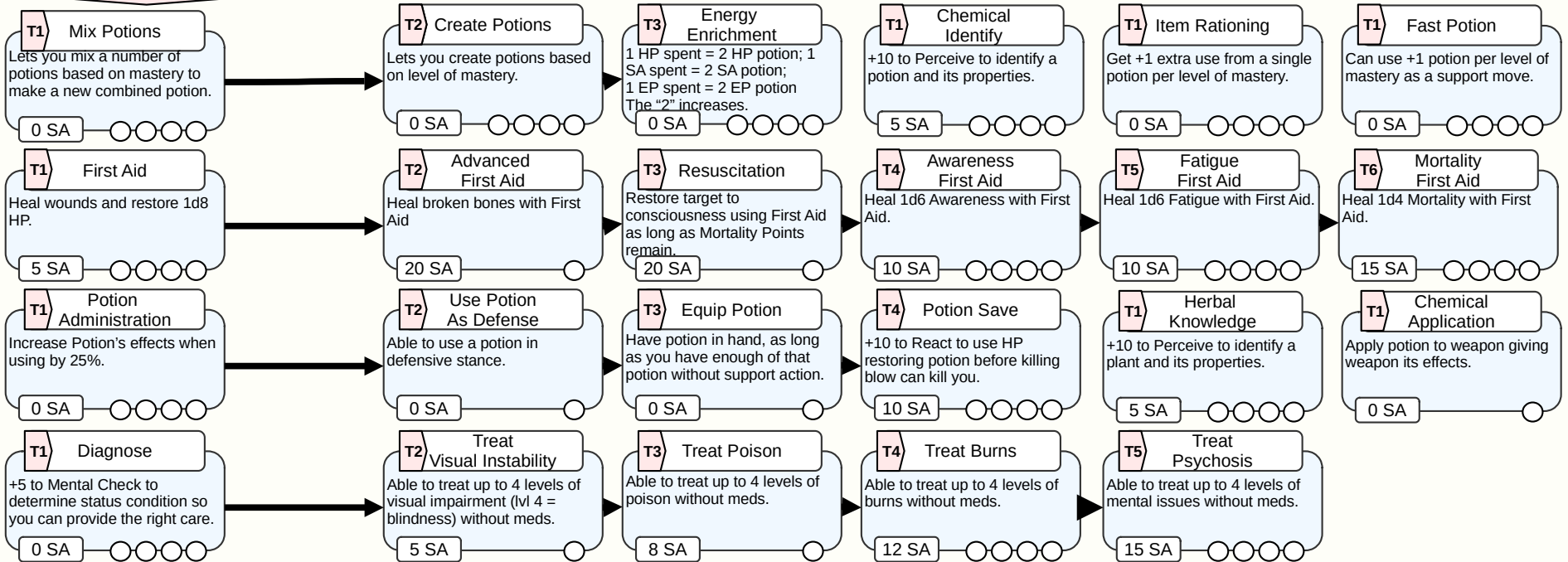
T3 Skill Focus
Gives you a +10 chance to successfully perform your skill.
15 SA

T3 Linguistics
+10 to Mental to understand, speak, and learn new languages.
5 SA

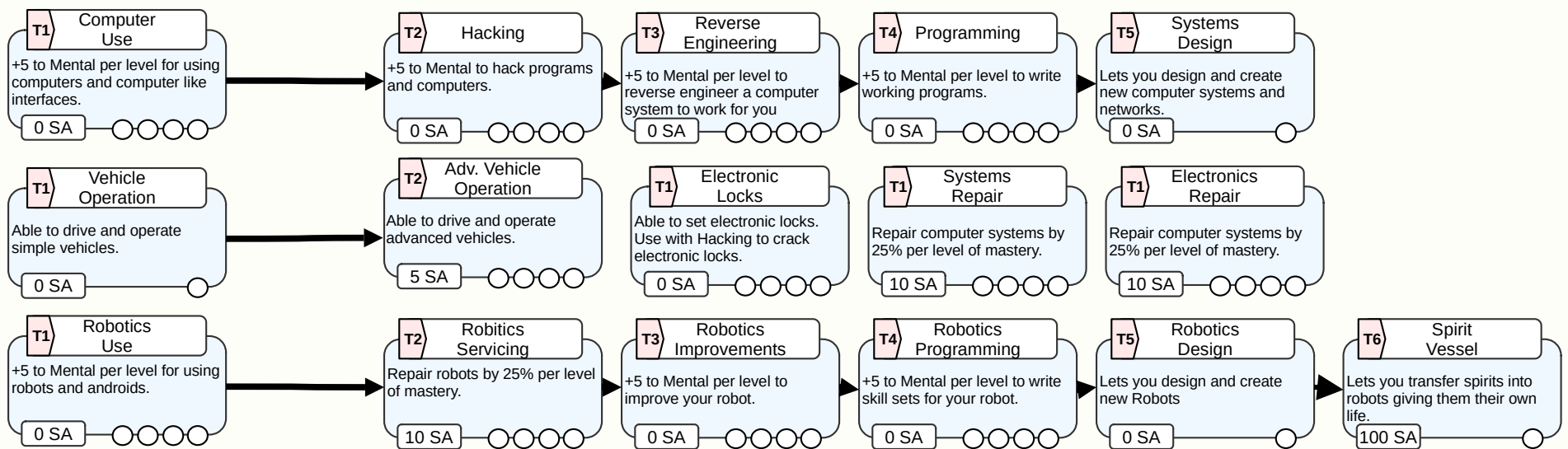
T4 Inner Knowledge
Gives you a +10 to Mental per level of mastery for the day.
15 SA

T1 Focus Empowerment
Increase Focus by 10% of Mental for 1d6 rounds.
5 EP

Field Chemist



Tech Specialist



Race Skills

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Runic Spells

Tier	Spell	Stat Costs	Spell Cast Speed	Range & Area	Duration	Maximum Mastery	Current Mastery	Effects
	Lv 2							
	Lv 3							
	Lv 4							

Tier	Spell	Stat Costs	Spell Cast Speed	Range & Area	Duration	Maximum Mastery	Current Mastery	Effects
	Lv 2							
	Lv 3							
	Lv 4							

Tier	Spell	Stat Costs	Spell Cast Speed	Range & Area	Duration	Maximum Mastery	Current Mastery	Effects
	Lv 2							
	Lv 3							
	Lv 4							

Tier	Spell	Stat Costs	Spell Cast Speed	Range & Area	Duration	Maximum Mastery	Current Mastery	Effects
	Lv 2							
	Lv 3							
	Lv 4							

Tier	Spell	Stat Costs	Spell Cast Speed	Range & Area	Duration	Maximum Mastery	Current Mastery	Effects
	Lv 2							
	Lv 3							
	Lv 4							