

Hi All,

THIS IS A CHARACTER SHEET FOR THE EARTHDAWN RPG. IT SHOULD BE COMPATIBLE TO ALL VERSIONS OF THE GAME [I.E. "EARTHDAWN" BY FASA, "EARTHDAWN - SECOND EDITION" BY LIVING ROOM GAMES, AND "EARTHDAWN CLASSIC" BY REDBRICK/FASA]. THE DATA FOR ADEPT-SPECIFIC TALENT SHEETS IS TAKEN FROM REDBRICK'S VERSION - USE THE GENERIC TALENT SHEETS FOR OTHER VERSIONS.

THE DESIGN IS MORE FOCUSED ON USEABILITY AND FUNCTIONALITY (ESPECIALLY FOR MULTI-DISCIPLINE CHARACTERS) THAN ON A PERFECT EARTHDAWN-LIKE GRAPHICS STYLE.

HOW TO USE THIS DOCUMENT: JUST SELECT PAGES (WHICH ARE CROPPED A5 SHEETS, PORTRAIT ORIENTATION) AND PRINT TWO PER A4 SHEET (LANDSCAPE ORIENTATION). THE SPELL LISTS ARE ALREADY IN A4 LANDSCAPE LAYOUT. TO GET AN EXTENSIVE CHARACTER RECORD FOR A WIZARD ADEPT, ONE COULD, E.G., PRINT THE FOLLOWING COMBINATION (ASSUMING DULPEX PRINT): 1ST SHEET - PAGES 3, 33, 37, 40; 2ND SHEET - PAGES 47, 49, 41, 42; 3RD SHEET - PAGES 53, 53; AND 4TH SHEET - PAGES 45, 46, 43, 44.

PLEASE SEND CORRECTIONS AND COMMENTS TO:
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HAVE FUN, PIZZATEE

PS: OBVIOUSLY EARTHDAWN IS A TRADEMARK OF FASA / REDBRICK / LIVINGROOM GAMES. THE SOURCES USED TO COMPILE THESE SHEETS ARE COPYRIGHTED BY AT LEAST ONE OF THE ABOVE.

PPS: THIS IS VERSION 2.01 [2008-04-12]. COMPLETE REDESIGN WITH TALENT SHEETS FOR ALL DISCIPLINES FROM PLAYERS COMPENDIUM AND NAMEGIVERS COMPENDIUM. CONVERSION TO A5.

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CHARACTER	CHARACTER NAME					RACE		PLAYER	
	GENDER					AGE		HEIGHT/WEIGHT	
	APPEARANCE								
	DISCIPLINE(S)					CIRCLE(S)		PASSION	

KARMA RITUAL

TALENTS ARCHER		D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS	
1	☐ AVOID BLOW	☐	☐	☐	1	DEX						NOVICE
	☐ DIRECTION ARROW	☒	☒	☒	2	PER						
	☐ KARMA RITUAL	☐	☐	☐	0	-						
	☐ MISSILE WEAPONS	☒	☐	☒	0	DEX						
	☐ MYSTIC AIM	☒	☐	☒	1	PER						
	☐ TRUE SHOT	☐	☒	☒	0	DEX						
	☐	☐	☐	☐								
2	☐ DURABILITY (6/5)	☐	☐	☐	0	-						JOURNEYMAN
	☐ SPRINT	☐	☐	☐	1	DEX						
	☐ THROWING WEAPONS	☒	☐	☒	0	DEX						
3	☐ FLAME ARROW	☒	☒	☐	2	WIL						WARDEN
	☐ WOUND BALANCE	☐	☐	☐	0	STR						
4	☐ MELEE WEAPONS	☐	☐	☒	0	DEX						MASTER
	☐ THREAD WEAVING (ARROW W.)	☒	☐	☒	0	PER						
5	☐ FIRST IMPRESSION	☐	☐	☒	0	CHA						OTHER
	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER						
	☐ STOPPING AIM	☒	☒	☒	1	CHA						
6	☐ BANK SHOT	☒	☐	☒	1	DEX						NOVICE
	☐ SPEAK LANGUAGE	☐	☐	☐	1*	PER						
7	☐ ANTICIPATE BLOW	☐	☐	☐	1	PER						JOURNEYMAN
	☐ CALL ARROW	☒	☐	☒	1	PER						
8	☐ IMPRESSIVE SHOT	☒	☐	☒	1	DEX						WARDEN
	☐ EAGLE EYE	☒	☐	☐	0	PER						
	☐ LEADERSHIP	☐	☒	☒	0	CHA						
9	☐ WARNING SHOT	☒	☐	☐	0	CHA						MASTER
	☐ SILENT WALK	☐	☐	☐	0	DEX						
	☐ TRACE MISSILE	☒	☐	☐	1	PER						
10	☐ DOMINATE ARROW	☒	☐	☒	1	WIL						OTHER
	☐ RUSHING ATTACK	☒	☐	☒	0*	DEX						
11	☐ BLIND FIRE	☒	☒	☐	0	PER						NOVICE
	☐ QUICK SHOT	☐	☐	☐	1/A*	DEX						
12	☐ CREATE ARROW	☒	☒	☒	0	WIL						WARDEN
	☐ SPOT ARMOR FLAW	☐	☐	☐	0	PER						
13	☐ DEFENSE	☐	☒	☒	1	DEX						MASTER
	☐ SCREAMING ARROW	☒	☐	☒	1	CHA						
	☐ TALENT PATTERN	☐	☒	☒	3	PER						
14	☐ MULTI-SHOT	☒	☐	☒	1/A*	DEX						OTHER
	☐ SECOND CHANCE	☐	☒	☐	1	WIL						
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER						NOVICE
	☐ ETHEREAL WEAPON	☒	☐	☒	2	DEX						
	☐ WIND BOW	☐	☒	☐	0	STR						
		☐	☐									OTHER
		☐	☐									
		☐	☐									
		☐	☐									
		☐	☐									
HALF-MAGIC		IDENTIFY BOWS/CROSSBOWS/ARROWS/BOLTS AS WORK OF SPECIFIC ARCHER/CRAFTSMAN										
MAGIC		DETERMINE SPECIAL PURPOSE OF ARROWS/BOLTS										

TALENTS BEASTMASTER

TALENTS		BEASTMASTER			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS		
1	☐ ANIMAL BOND	☐	☐	☐	0	CHA										NOVICE
	☐ CLAW SHAPE	☐	☐	☐	0	STR										
	☐ DOMINATE BEAST	☐	☐	☐	1	WIL										
	☐ KARMA RITUAL	☐	☐	☐	0	-										
	☐ TRACKING	☐	☐	☐	1	PER										
	☐ UNARMED COMBAT	☐	☐	☐	0	DEX										
	☐	☐	☐													
2	☐ ANIMAL TRAINING	☐	☐	☐	0	CHA										
	☐ CREATURE ANALYSIS	☐	☐	☐	1	PER										
	☐ DURABILITY (7/6)	☐	☐	☐	0	-										
3	☐ LIZARD LEAP	☐	☐	☐	0	STR										
	☐ CAT'S PAW	☐	☐	☐	1	DEX										
4	☐ FRIGHTEN ANIMALS	☐	☐	☐	0	CHA										
	☐ THREAD WEAVING (BEAST W.)	☐	☐	☐	0	PER										
5	☐ BORROW SENSE	☐	☐	☐	0	WIL										
	☐ HEAL ANIMAL SERVANT	☐	☐	☐	0*	TQU										
	☐ RITUAL OF THE GHOST MASTER	☐	☐	☐	2	PER										
6	☐ ENDURE COLD	☐	☐	☐	0	TQU										
	☐ INCITE STAMPEDE	☐	☐	☐	1	WIL										
7	☐ CLAW FRENZY	☐	☐	☐	1/A*	DEX										
	☐ SENSE POISON	☐	☐	☐	1	PER										
8	☐ LEADERSHIP	☐	☐	☐	0	CHA										
	☐ LION HEART	☐	☐	☐	0	WIL										
	☐ POISON RESISTANCE	☐	☐	☐	0	TQU										
9	☐ ANIMAL POSSESSION	☐	☐	☐	2	WIL										
	☐ BESTIAL TOUGHNESS	☐	☐	☐	0	TQU										
	☐ HOWL	☐	☐	☐	1	CHA										
10	☐ ANIMAL LEADERSHIP	☐	☐	☐	0	CHA										
	☐ LION SPIRIT	☐	☐	☐	0	-										
11	☐ DEVELOP ANIMAL SENSE	☐	☐	☐	1	PER										
	☐ TAME MOUNT	☐	☐	☐	0	CHA										
12	☐ BESTIAL RESILIENCE	☐	☐	☐	0	TQU										
	☐ CHAMELEON	☐	☐	☐	1	WIL										
13	☐ SECOND CHANCE	☐	☐	☐	1	WIL										
	☐ TALENT PATTERN	☐	☐	☐	3	PER										
	☐ TRAMPLE	☐	☐	☐	1	-										
14	☐ ECHO LOCATION	☐	☐	☐	1	PER										
	☐ SPIRIT STRIKE	☐	☐	☐	1	WIL										
15	☐ ASTRAL WEB	☐	☐	☐	1	STR										
	☐ ATTRIBUTE PATTERN	☐	☐	☐	1	PER										
	☐ VENOM	☐	☐	☐	0	TQU										
	☐	☐	☐													OTHER
	☐	☐	☐													
	☐	☐	☐													
	☐	☐	☐													
	☐	☐	☐													

HALF-MAGIC	DEALING WITH ANIMALS BEYOND TALENTS (INCL. BREEDING, FIRST AID, CONFRONT/APPROACH WILD ANIMALS), CHA-B. HM BEFOR ANIMAL BOND; RECOGN. DIFF. ANIMALS, TRACKS, ABNORMAL BEHAV.
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HALF-MAGIC	MAINTENANCE/REPAIR/CONSTRUCTION OF RB, KNOWLEDGE RB TYPE/DESIGNS/CREW COMPLEMENTS AND COMMON TRADE ROUTES; PER-HMT/DEX-HMT INSTEAD OF READ RIVER/MOVING WHEN ABOARD RB
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TALENTS	CAVALRYMAN	D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER = STEP	NOTES & KNACKS
1	☐ ANIMAL BOND	☐	☐	☒	0	CHA				
	☐ AVOID BLOW	☐	☐	☐	1	DEX				
	☐ CHARGE	☒	☐	☐	0	STR				
	☐ KARMA RITUAL	☐	☐	☒	0	-				
	☐ MELEE WEAPONS	☐	☐	☒	0	DEX				
	☐ TRICK RIDING	☒	☐	☐	1	DEX				
	☐	☐	☐							
2	☐ BLOOD SHARE	☒	☐	☒	0	TQU				
	☐ DURABILITY (7/6)	☐	☐	☐	0	-				
	☐ EMPHATIC COMMAND	☒	☐	☐	0	WIL				
3	☐ SPIRIT MOUNT	☒	☐	☒	1	PER				
	☐ WHEELING ATTACK	☐	☒	☒	0	DEX				
4	☐ RESIST TAUNT	☐	☐	☐	1	WIL				
	☐ THREAD WEAVING (RIDER W.)	☒	☐	☒	0	PER				
5	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER				
	☐ SURE MOUNT	☒	☐	☐	0	STR				
	☐ WHEELING DEFENSE	☒	☐	☐	1	DEX				
6	☐ DOMINATE BEAST	☐	☐	☒	1	WIL				
	☐ MOUNT DURABILITY (6/5)	☐	☐	☐	0	-				
7	☐ LASTING IMPRESSION	☐	☒	☐	0	CHA				
	☐ MISSILE WEAPONS	☐	☐	☒	0	DEX				
8	☐ FEARSOME CHARGE	☒	☐	☐	2	WIL				
	☐ LEADERSHIP	☐	☒	☒	0	CHA				
	☐ TRAMPLE	☒	☐	☐	1	-				
9	☐ CALL MOUNT	☒	☐	☒	1	WIL				
	☐ DOWN STRIKE	☐	☐	☐	1	STR				
	☐ RALLY	☒	☒	☒	0*	CHA				
10	☐ ARMOR MOUNT	☐	☐	☐	1	WIL				
	☐ CHAMPION CHALLENGE	☐	☒	☒	0	CHA				
11	☐ HEAL ANIMAL SERVANT	☒	☐	☐	0*	TQU				
	☐ TAME MOUNT	☐	☒	☒	0	CHA				
12	☐ FRIGHTEN ANIMALS	☒	☒	☒	0	CHA				
	☐ MOMENTUM ATTACK	☐	☐	☐	1	DEX				
13	☐ LIFE CHECK	☐	☐	☐	0*	TQU				
	☐ SHIELD BEATER	☒	☒	☐	1	-				
	☐ TALENT PATTERN	☐	☒	☒	3	PER				
14	☐ MOUNT ATTACK	☒	☐	☐	1	-				
	☐ SPOT ARMOR FLAW	☐	☐	☐	0	PER				
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER				
	☐ ETHEREAL WEAPON	☐	☐	☒	2	DEX				
	☐ MULTI-CHARGE	☒	☒	☒	I/A*	DEX				
		☐	☐							
		☐	☐							
		☐	☐							
		☐	☐							
		☐	☐							
		☐	☐							

NOVICE

JOURNEYMAN

WARDEN

MASTER

OTHER

HALF-MAGIC	RECOGNIZE DIFF. TYPES OF MAGIC USE AND SPECIFIC USES OF ILLUSION MAGIC, HALF-MAGIC-TESTS INSTEAD OF WILLPOWER-TESTS TO PERCEIVE 'TRUTH' OF SITUATION AND TO DISBELIEVE ILLUSIONS
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TALENTS		JOURNEYMAN			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS	
1	☐ KARMA RITUAL	☐	☐	☐	0	-									NOVICE
	☐	☐	☐												
	☐	☐	☐												
	☐	☐	☐												
	☐	☐	☐												
	☐ -	☐	☐	-	-										
	☐ -	☐	☐	-	-										
2	☐ DURABILITY (6/5)	☐	☐	☐	0	-									
	☐	☐	☐												
	☐	☐	☐												
3	☐	☐	☐												
	☐	☐	☐												
4	☐ THREAD WEAVING (JOURNEY W.)	☐	☐	☒	0	PER									
	☐	☐	☐												
5	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER									JOURNEYMAN
	☐	☐	☐												
	☐	☐	☐												
6	☐	☐	☐												
	☐	☐	☐												
7	☐	☐	☐												
	☐	☐	☐												
8	☐ LEADERSHIP	☐	☒	☒	0	CHA									WARDEN
	☐	☐	☐												
	☐	☐	☐												
9	☐	☐	☐												
	☐	☐	☐												
10	☐	☐	☐												
	☐	☐	☐												
11	☐	☐	☐												
	☐	☐	☐												
12	☐	☐	☐												
	☐	☐	☐												
13	☐ TALENT PATTERN	☐	☒	☒	3	PER									MASTER
	☐	☐	☐												
	☐	☐	☐												
14	☐	☐	☐												
	☐	☐	☐												
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER									OTHER
	☐	☐	☐												
	☐	☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												
HALF-MAGIC ANY ACTION TEST THAT INVOLVES LEARNING SOMETHING NEW															

HALF-MAGIC	HELP PERSONS ENSLAVED AGAINST THEIR WILL, KNOWLEDGE OF SLAVER TACTICS & STRATEGY, GATHER INTELLIGENCE TO INSPIRE A REBELLION, RECALL EVENTS OF THE GREAT URPISING AND HRAK GRON'S LIVE
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HALF-MAGIC	PERCEPTION-BASED HALF-MAGIC-TESTS INSTEAD OF NAVIGATION- & MAPMAKING-TESTS PER-BASED HM-TESTS WHEN LOOKING FOR TRAPS OR INSTEAD OF WILDERNESS SURVIVAL-TESTS
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TALENTS NETHERMANCER

TALENTS: NETHERMANCER				D	K	A	STRAIN	ATTR	[VAL]+RANK+OTHER=STEP	NOTES & KNACKS	
1	☐ KARMA RITUAL	☐	☐	☐	0	-					NOVICE
	☐ READ & WRITE LANGUAGE	☐	☐	☒	1*	PER					
	☐ READ & WRITE MAGIC	☒	☐	☒	0*	PER					
	☐ SPELLCASTING	☒	☐	☒	0	PER					
	☐ SPELL MATRIX	☐	☐	☐	0	-					
	☐ SPELL MATRIX	☐	☐	☐	0	-					
	☐ THREAD WEAVING (NETHERM.)	☒	☐	☒	0	PER					
2	☐ ASTRAL SIGHT	☒	☐	☐	1	PER					NOVICE
	☐ DURABILITY (4/3)	☐	☐	☐	0	-					
	☐ FRIGHTEN	☐	☒	☒	0	WIL					
3	☐ SPELL MATRIX	☐	☐	☐	0	-					NOVICE
	☐ SPIRIT TALK	☒	☒	☐	1	PER					
4	☐ ANIMAL POSSESSION	☐	☐	☐	2	WIL					NOVICE
	☐ SPELL MATRIX	☐	☐	☐	0	-					
5	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER					JOURNEYMAN
	☐ SPIRIT HOLD	☒	☐	☒	1	WIL					
	☐ SUMMON (ALLY SPIRITS)	☒	☒	☒	0	PER					
6	☐ LIFESIGHT	☒	☐	☐	1	PER					JOURNEYMAN
	☐ WILLFORCE	☐	☐	☐	1	WIL					
7	☐ ENHANCED MATRIX	☐	☐	☐	0	-					JOURNEYMAN
	☐ SPIRIT DODGE	☒	☐	☐	1*	PER					
8	☐ ENHANCED MATRIX	☐	☐	☐	0	-					JOURNEYMAN
	☐ LEADERSHIP	☐	☒	☒	0	CHA					
	☐ ORBITING SPY	☒	☒	☒	0	PER					
9	☐ ARCANIC MUTTERINGS	☐	☒	☒	0	CHA					WARDEN
	☐ ARMORED MATRIX	☐	☐	☐	0	-					
	☐ ASTRAL POCKET	☒	☐	☒	1*	PER					
10	☐ ANIMATE OBJECT	☐	☒	☒	0	WIL					WARDEN
	☐ SUMMONING CIRCLE	☒	☒	☒	0	WIL					
11	☐ ARMORED MATRIX	☐	☐	☐	0	-					WARDEN
	☐ BARGAIN W/ SUMM. CREATURE	☒	☐	☒	1	CHA					
12	☐ MATRIX STRIKE	☒	☐	☐	1	WIL					WARDEN
	☐ NETHERWALK	☒	☒	☒	0	WIL					
13	☐ SHARED MATRIX	☐	☐	☐	0	-					MASTER
	☐ SPELL CRYSTAL LOCK	☒	☐	☒	0*	PER					
	☐ TALENT PATTERN	☐	☒	☒	3	PER					
14	☐ MULTI-WEAVING	☒	☐	☐	1	PER					MASTER
	☐ SHARED MATRIX	☐	☐	☐	0	-					
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	3	PER					MASTER
	☐ SHARED MATRIX	☐	☐	☐	0	-					
	☐ SOUL SHATTER	☒	☒	☐	1	WIL					
		☐	☐								OTHER
		☐	☐								
		☐	☐								
		☐	☐								
		☐	☐								
HALF-MAGIC: RECOGNIZE USES OF NETHERMANTIC MAGIC, DIFF. TYPES OF UNDEAD SPIRITS, DIFF. TYPES OF MAGIC RITUALS, ESP. BLOOD MAGIC RITUALS; UNDERSTAND EFFECTS OF BLOOD CHARMS											

Talents			Outcast Warrior			D	K	A	Strain	Attr [Val]	+ Rank	+ Other =	Step	Notes & Knacks	
1	☐ AVOID BLOW								1	DEX					NOVICE
	☐ BATTLE SHOUT								1	CHA					
	☐ KARMA RITUAL								0	-					
	☐ MELEE WEAPONS								0	DEX					
	☐ UNARMED COMBAT								0	DEX					
	☐ WOLF SKIN								0*	TQU					
	☐														
2	☐ ANTICIPATE BLOW								1	PER					NOVICE
	☐ DURABILITY (9/7)								0	-					
	☐ SHIELD CHARGE								1	STR					
3	☐ THROWING WEAPONS								0	DEX					NOVICE
	☐ TIGER SPRING								1	-					
4	☐ DOWN STRIKE								1	STR					NOVICE
	☐ THREAD WEAVING (KAVA W.)								0	PER					
	☐														
5	☐ FIREBLOOD								0*	TQU					JOURNEYMAN
	☐ GREAT LEAP								1	DEX					
	☐ RITUAL OF THE GHOST MASTER								2	PER					
6	☐ LIFE CHECK								0*	TQU					JOURNEYMAN
	☐ TAUNT								0	CHA					
7	☐ EARTH SKIN								0*	TQU					JOURNEYMAN
	☐ STEELY STARE								1	CHA					
8	☐ LEADERSHIP								0	CHA					JOURNEYMAN
	☐ RESIST TAUNT								1	WIL					
	☐ SECOND ATTACK								1	DEX					
9	☐ BATTLE BELLOW								1	CHA					WARDEN
	☐ LION HEART								0	WIL					
	☐ MISSILE TWISTER								0	WIL					
10	☐ BODY BLADE								0	STR					WARDEN
	☐ MATRIX STRIKE								1	WIL					
11	☐ SPOT ARMOR FLAW								0	PER					WARDEN
	☐ VITALITY								0	TQU					
12	☐ CHAMELEON								1	WIL					WARDEN
	☐ WEAPON BREAKER								0	STR					
13	☐ SAFE PATH								0	PER					MASTER
	☐ STONE SKIN								0*	TQU					
	☐ TALENT PATTERN								3	PER					
14	☐ SECOND CHANCE								1	WIL					MASTER
	☐ VITAL STRIKE								1	PER					
15	☐ ATTRIBUTE PATTERN								1	PER					MASTER
	☐ AURA ARMOR								2	WIL					
	☐ MULTI-STRIKE								1/A*	DEX					
															OTHER
HALF-MAGIC														CARING/REPAIRING FOR THEIR WEAPONS/ARMOR, KNOWLEDGE OF TROLLRAIDING TACTICS & STRATEGY	
														WILLPOWER-BASED HALF-MAGIC-TESTS TO DEFEND AGAINST SOCIAL SLIGHTS MADE AGAINST THEIR HONOR	

TALENTS PURIFIER		D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS	
1	☐ AVOID BLOW	☐	☐	☐	1	DEX						NOVICE
	☐ BATTLE SHOUT	☐	☐	☐	1	CHA						
	☐ BODY CONTROL	☒	☐	☐	1	STR						
	☐ KARMA RITUAL	☐	☐	☐	0	-						
	☐ UNARMED COMBAT	☒	☐	☒	0	DEX						
	☐ UNSHAKABLE EARTH	☒	☐	☐	1	STR						
	☐	☐	☐	☐								
2	☐ CREATURE ANALYSIS	☒	☐	☒	1	PER						JOURNEYMAN
	☐ DURABILITY (7/6)	☐	☐	☐	0	-						
	☐ LIFESIGHT	☒	☐	☐	1	PER						
3	☐ CLAY SKIN	☒	☐	☒	0*	TQU						WARDEN
	☐ EARTH BOND	☐	☐	☒	0	TQU						
4	☐ ELEMENTAL TONGUES	☒	☐	☐	1	PER						MASTER
	☐ THREAD WEAVING (EARTH W.)	☒	☐	☒	0	PER						
5	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER						OTHER
	☐ STEEL THOUGHT	☒	☐	☐	1	WIL						
	☐ SWIFT KICK	☐	☐	☐	1	DEX						
6	☐ LIFE CHECK	☒	☐	☐	0*	TQU						NOVICE
	☐ TIGER SPRING	☐	☐	☐	1	-						
7	☐ EARTH SKIN	☐	☒	☒	0*	TQU						JOURNEYMAN
	☐ SECOND ATTACK	☒	☒	☐	1	DEX						
8	☐ CRUSHING BLOW	☒	☒	☐	1	STR						WARDEN
	☐ LEADERSHIP	☐	☒	☒	0	CHA						
	☐ LION HEART	☒	☐	☐	0	WIL						
9	☐ BATTLE BELLOW	☐	☐	☐	1	CHA						MASTER
	☐ MATRIX STRIKE	☐	☐	☐	1	WIL						
	☐ SPIRIT STRIKE	☒	☐	☒	1	WIL						
10	☐ BESTIAL TOUGHNESS	☐	☒	☐	0	TQU						OTHER
	☐ PLANT SHELTER	☒	☐	☒	1	CHA						
11	☐ SPOT ARMOR FLAW	☐	☐	☐	0	PER						NOVICE
	☐ VITALITY	☐	☒	☒	0	TQU						
12	☐ BESTIAL RESILIENCE	☐	☐	☒	0	TQU						JOURNEYMAN
	☐ EARTH ARMOR	☒	☒	☒	0	WIL						
13	☐ SAFE PATH	☒	☒	☒	0	PER						MASTER
	☐ STONE SKIN	☒	☒	☒	0*	TQU						
	☐ TALENT PATTERN	☐	☒	☒	3	PER						
14	☐ SECOND CHANCE	☐	☒	☐	1	WIL						OTHER
	☐ VITAL STRIKE	☐	☒	☐	1	PER						
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER						NOVICE
	☐ AURA ARMOR	☐	☐	☒	2	WIL						
	☐ WHIRLWIND	☐	☐	☒	2	DEX						
		☐	☐									OTHER
		☐	☐									
		☐	☐									
		☐	☐									
		☐	☐									
HALF-MAGIC LEARN MORE ABOUT NATURE, SOW LIFE IN BARREN LANDS												
PROTECT LIVES OF ANIMALS & NAME-GIVERS AS WELL AS PLANT LIFE												

HALF-MAGIC	HMT TO RECOGNIZE TRACKS/TRAILS OF ANIMALS/NAME-GIVERS IN WILDERNESS/URBAN ENVIRON. PER-B. HMT INSTEAD OF WILDERNESS SURV. FOR TRAPS/SECRET DOORS & FOR NAVIGATION/MAPS
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[illegible]

HALF-MAGIC	UPKEEP/REPAIR/BUILDING OF DRAKAR-SIZED AS. KNOWLEDGE OF AS DESIGNS, COMMON FLIGHT PATHS DEX.-B. HMT INSTEAD OF CLIMBING-T. AND PER.-B. HMT INSTEAD OF NAVIGATION-T. WHEN ABOARD AS
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TALENTS SWORDMASTER

TALENTS		SWORDMASTER			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS	
1	☐ AVOID BLOW	☐	☐	☐	1	DEX									NOVICE
	☐ KARMA RITUAL	☐	☐	☐	0	-									
	☐ MANEUVER	☐	☐	☐	0	DEX									
	☐ MELEE WEAPONS	☐	☐	☐	0	DEX									
	☐ TAUNT	☐	☐	☐	0	CHA									
	☐ WOUND BALANCE	☐	☐	☐	0	STR									
☐	☐	☐	☐												
2	☐ DURABILITY (7/6)	☐	☐	☐	0	-									
	☐ FIRST IMPRESSION	☐	☐	☐	0	CHA									
	☐ RIPPOSTE	☐	☐	☐	2	DEX									
3	☐ HEARTENING LAUGH	☐	☐	☐	0	CHA									
	☐ THROWING WEAPONS	☐	☐	☐	0	DEX									
4	☐ SPEAK LANGUAGE	☐	☐	☐	1*	PER									
	☐ THREAD WEAVING (WEAPON W.)	☐	☐	☐	0	PER									
5	☐ RITUAL OF THE GHOST MASTER	☐	☐	☐	2	PER									
	☐ SECOND WEAPON	☐	☐	☐	1	DEX									
	☐ WINNING SMILE	☐	☐	☐	0	CHA									
6	☐ DISARM	☐	☐	☐	1	DEX									
	☐ ENGAGING BANTER	☐	☐	☐	1	CHA									
7	☐ RESIST TAUNT	☐	☐	☐	1	WIL									
	☐ SECOND ATTACK	☐	☐	☐	1	DEX									
8	☐ ANTICIPATE BLOW	☐	☐	☐	1	PER									
	☐ GRACEFUL EXIT	☐	☐	☐	0	CHA									
	☐ LEADERSHIP	☐	☐	☐	0	CHA									
9	☐ COBRA STRIKE	☐	☐	☐	1	DEX									
	☐ IMPRESSIVE STRIKE	☐	☐	☐	1	DEX									
	☐ PIN	☐	☐	☐	0	DEX									
10	☐ CRITICAL HIT	☐	☐	☐	0	-									
	☐ WHIRLWIND	☐	☐	☐	2	DEX									
11	☐ QUICKBLADE	☐	☐	☐	2	DEX									
	☐ SHIELD BEATER	☐	☐	☐	1	-									
12	☐ DEFENCE	☐	☐	☐	1	DEX									
	☐ LIFE CHECK	☐	☐	☐	0*	TQU									
13	☐ CHAMPION CHALLENGE	☐	☐	☐	0	CHA									
	☐ SPIRIT STRIKE	☐	☐	☐	1	WIL									
	☐ TALENT PATTERN	☐	☐	☐	3	PER									
14	☐ MATRIX STRIKE	☐	☐	☐	1	WIL									
	☐ MULTI-STRIKE	☐	☐	☐	1/A*	DEX									
15	☐ ATTRIBUTE PATTERN	☐	☐	☐	1	PER									
	☐ ETHEREAL WEAPON	☐	☐	☐	2	DEX									
	☐ VITAL STRIKE	☐	☐	☐	1	PER									
		☐	☐												OTHER
		☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												

HALF-MAGIC	CARE FOR WEAPONS, KWON HISTORY OF LEGENDARY WEAPONS, RECOGNIZE DIFF. TYPES OF BLADES
	IDENTIFY OTHER SM'S FIGHTING TECHNIQUES INCLUDING THEIR PROMINENT TRAINING-SUPERVISORS

HALF-MAGIC	DEX-HMT FOR SIMPLE TAIL TRICKS; IDENTIFY OTHER TAILDANCERS' FIGHTING TECHNIQUES INCL THEIR. PROMINENT TRAINING TUTORS; PER-/CHA-HMT TO RECOGNIZE/DANCE COURT DANCES & DANCE STYLES
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TALENTS		THIEF				D		K		A		STRAIN		ATTR [VAL]		+RANK		+OTHER =		STEP		NOTES & KNACKS			
1	☐ CLIMBING	☐	☐	☐	0	DEX																		NOVICE	
	☐ KARMA RITUAL	☐	☐	☐	0	-																			
	☐ LOCK PICKING	☒	☐	☒	0	DEX																			
	☐ MELEE WEAPONS	☐	☐	☒	0	DEX																			
	☐ PICKING POCKETS	☒	☐	☒	0	DEX																			
	☐ SILENT WALK	☒	☐	☐	0	DEX																			
	☐	☐	☐	☐																					
2	☐ DURABILITY (5/4)	☐	☐	☐	0	-																			
	☐ LOCK SENSE	☒	☐	☒	1	PER																			
	☐ SURPRISE STRIKE	☒	☐	☐	1	STR																			
3	☐ AVOID BLOW	☒	☐	☐	1	DEX																			
	☐ FENCE	☒	☐	☒	0	CHA																			
4	☐ THREAD WEAVING (THIEF W.)	☐	☐	☐	0	PER																			
	☐ TRAP INITIATIVE	☒	☐	☐	1	DEX																			
5	☐ DETECT TRAP	☐	☐	☒	1	PER																			
	☐ DISARM TRAP	☒	☐	☒	1	DEX																			
	☐ RITUAL OF THE GHOST MASTER	☒	☒	☐	2	PER																			
6	☐ DISGUISE SELF	☐	☒	☒	0	PER																			
	☐ FAST HAND	☒	☒	☒	0	DEX																			
7	☐ DETECT WEAPON	☐	☐	☒	1	PER																			
	☐ THROWING WEAPONS	☒	☐	☐	0	DEX																			
8	☐ LEADERSHIP	☐	☒	☒	0	CHA																			
	☐ MISSILE WEAPONS	☐	☐	☒	0	DEX																			
	☐ SLOUGH BLAME	☐	☒	☒	1	CHA																			
9	☐ CONCEAL WEAPON	☒	☐	☒	1	DEX																			
	☐ GOLD SENSE	☐	☒	☒	0	PER																			
	☐ SPRINT	☐	☐	☐	1	DEX																			
10	☐ ASTRAL POCKET	☒	☐	☒	1*	PER																			
	☐ SPEAK LANGUAGE	☐	☐	☐	1*	PER																			
11	☐ LIP READING	☒	☒	☒	1	CHA																			
	☐ WOUND BALANCE	☐	☐	☐	0	STR																			
12	☐ QUICKBLADE	☐	☐	☐	2	DEX																			
	☐ SENSE POISON	☒	☐	☐	1	PER																			
13	☐ CHAMELEON	☐	☒	☐	1	WIL																			
	☐ TALENT PATTERN	☐	☒	☒	3	PER																			
	☐ WARNING SHOT	☐	☐	☐	0	CHA																			
14	☐ BANK SHOT	☐	☐	☒	1	DEX																			
	☐ DEFENCE	☐	☒	☒	1	DEX																			
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER																			
	☐ GAIN SURPRISE	☒	☒	☐	0	WIL																			
	☐ TRUE SIGHT	☐	☐	☐	0	-																			
		☐	☐																						
		☐	☐																						
		☐	☐																						
		☐	☐																						
		☐	☐																						
		☐	☐																						
HALF-MAGIC		BUILD/BYPASS SECURITY MEASURES FOR THEFT-PREVENTION										RECOGNIZE LOCKING MECHANISMS													
		HALFMAGICTESTS INSTEAD OF PERCEPTION-TESTS WHEN LOOKING FOR TRAPS/SECRET DOORS																							

HALF-MAGIC	HMT WHEN PERFORMING FOR AUDIENCES, KNOWLEDGE OF LEGENDS/MYTHS/FOLKLORE OF THEIR HOME PROVINCE; SPECIALIST TROUBADOURS: HMT FOR MAKING MAPS (MAPMAKERS) AND BOOKS (SAGES)
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TALENTS		WARRIOR			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER = STEP	NOTES & KNACKS	
1	☐ ACRÓBATIC STRIKE	☐	☐	☐	1	DEX								NOVICE
	☐ AIR DANCE	☐	☐	☐	1	DEX								
	☐ KARMA RITUAL	☐	☐	☐	0	-								
	☐ MELEE WEAPONS	☒	☐	☐	0	DEX								
	☐ UNARMED COMBAT	☒	☐	☐	0	DEX								
	☐ WOOD SKIN	☒	☒	☐	0*	TQU								
	☐	☐	☐											
2	☐ ANTICIPATE BLOW	☒	☐	☐	1	PER								JOURNEYMAN
	☐ DURABILITY (9/7)	☐	☐	☐	0	-								
	☐ THROWING WEAPONS	☐	☐	☒	0	DEX								
3	☐ AVOID BLOW	☒	☐	☐	1	DEX								
	☐ TIGER SPRING	☐	☐	☐	1	-								
4	☐ DOWN STRIKE	☒	☐	☐	1	STR								
	☐ THREAD WEAVING (WAR W.)	☒	☐	☒	0	PER								
5	☐ GLIDING STRIDE	☐	☐	☐	1*	DEX								
	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒	2	PER								
	☐ SWIFT KICK	☒	☐	☐	1	DEX								
6	☐ LIFE CHECK	☒	☐	☐	0*	TQU								
	☐ MISSILE WEAPONS	☐	☐	☒	0	DEX								
7	☐ EARTH SKIN	☐	☒	☒	0*	TQU								
	☐ SECOND ATTACK	☐	☒	☐	1	DEX								
8	☐ COBRA STRIKE	☒	☐	☐	1	DEX								
	☐ LEADERSHIP	☐	☒	☒	0	CHA								
	☐ SPIRIT STRIKE	☒	☐	☒	1	WIL								
9	☐ CAT'S PAW	☐	☐	☐	1	DEX								
	☐ MISSILE TWISTER	☐	☒	☒	0	WIL								
	☐ SECOND WEAPON	☒	☐	☐	1	DEX								
10	☐ BODY BLADE	☒	☒	☐	0	STR								
	☐ MATRIX STRIKE	☐	☐	☐	1	WIL								
11	☐ SPOT ARMOR FLAW	☐	☐	☐	0	PER								
	☐ VITALITY	☐	☒	☒	0	TQU								
12	☐ CHAMELEON	☐	☒	☐	1	WIL								
	☐ UNMOUNT	☒	☐	☐	0	STR								
13	☐ SAFE PATH	☐	☒	☒	0	PER								
	☐ STONE SKIN	☒	☒	☒	0*	TQU								
	☐ TALENT PATTERN	☐	☒	☒	3	PER								
14	☐ SECOND CHANCE	☐	☒	☐	1	WIL								
	☐ VITAL STRIKE	☐	☒	☐	1	PER								
15	☐ ATTRIBUTE PATTERN	☐	☒	☒	1	PER								
	☐ AURA ARMOR	☐	☐	☒	2	WIL								
	☐ MULTI-STRIKE	☒	☒	☒	1/A*	DEX								
		☐	☐											OTHER
		☐	☐											
		☐	☐											
		☐	☐											
		☐	☐											
		☐	☐											
HALF-MAGIC		CARING/REPAIRING THEIR WEAPONS/ARMOR, KNOWLEDGE OF MILITARY TACTICS & STRATEGY, RECALL EVENTS OF BARSAIVE'S MALITARY HISTORY												

TALENTS WEAPONSMITH

TALENTS WEAPONSMITH			D	K	A	STRAIN	ATTR	[VAL]+RANK+OTHER=STEP	NOTES & KNACKS		
1	☐ AVOID BLOW	☐	☐	☐		1	DEX				NOVICE
	☐ FORGE BLADE	☒	☐	☒		1	PER				
	☐ KARMA RITUAL	☐	☐	☐		0	-				
	☐ MELEE WEAPONS	☐	☐	☒		0	DEX				
	☐ STEEL THOUGHT	☒	☐	☐		1	WIL				
	☐ WEAPON HISTORY	☒	☒	☐		0	PER				
	☐	☐	☐								
2	☐ DURABILITY (6/5)	☐	☐	☐		0	-				NOVICE
	☐ HAGGLE	☒	☐	☒		0	CHA				
	☐ READ & WRITE LANGUAGE	☐	☐	☒		1*	PER				
3	☐ ABATE CURSE	☒	☐	☒		1	WIL				NOVICE
	☐ DETECT WEAPON	☒	☐	☒		1	PER				
4	☐ SPEAK LANGUAGE	☐	☐	☐		1*	PER				NOVICE
	☐ THREAD WEAVING (TH. SMITH.)	☒	☐	☒		0	PER				
5	☐ RITUAL OF THE GHOST MASTER	☒	☒	☒		2	PER				JOURNEYMAN
	☐ TEMPER SELF	☒	☐	☒		0	WIL				
	☐ WARP MISSILE	☒	☐	☒		1	PER				
6	☐ CONCEAL WEAPON	☐	☐	☒		1	DEX				JOURNEYMAN
	☐ SPOT ARMOR FLAW	☒	☐	☐		0	PER				
7	☐ DISARM	☐	☐	☒		1	DEX				JOURNEYMAN
	☐ TEMPER OTHER	☒	☐	☐		0	WIL				
8	☐ IMPROVE BLADE	☒	☒	☒		0	PER				JOURNEYMAN
	☐ LEADERSHIP	☐	☒	☒		0	CHA				
	☐ READ & WRITE MAGIC	☐	☐	☒		0*	PER				
9	☐ ENHANCED MATRIX	☐	☐	☐		0	-				WARDEN
	☐ SPELLCASTING	☐	☐	☒		0	PER				
	☐ THREAD WEAVING (ELEMENT.)	☐	☐	☒		0	PER				
10	☐ METAL WARD	☐	☒	☐		0	PER				WARDEN
	☐ SENSE MAGIC WEAPON	☒	☐	☒		1	PER				
11	☐ FIREBLOND	☐	☐	☒		0*	TQU				WARDEN
	☐ FORGE ARMOR	☒	☐	☐		2	PER				
12	☐ SHOW ARMOR FLAW	☒	☐	☒		2	PER				WARDEN
	☐ SOFTEN BLADE	☒	☒	☒		0	WIL				
13	☐ CRITICAL HIT	☐	☒	☐		0	-				MASTER
	☐ IMPROVE ARMOR	☒	☒	☒		0	PER				
	☐ TALENT PATTERN	☐	☒	☒		3	PER				
14	☐ ARMORED MATRIX	☐	☐	☐		0	-				MASTER
	☐ FIRST RING OF PERFECTION	☒	☒	☐		0	-				
15	☐ ATTRIBUTE PATTERN	☐	☒	☒		1	PER				MASTER
	☐ SECOND CHANCE	☐	☒	☐		1	WIL				
	☐ SHARED MATRIX	☐	☐	☐		0	-				
		☐	☐								OTHER
		☐	☐								
		☐	☐								
		☐	☐								
		☐	☐								
HALF-MAGIC CARING FOR WEAPONS/ARMOR RECOGNIZE DIFFERENT TYPES OF WEAPONS/ARMOR (NAMEGIVERS)											
DEX-BASED HM-TESTS INSTEAD OF CRAFTSMAN-TESTS FOR MAKING/REPAIRING FORGED METAL ITEMS											

TALENTS		WIND-DANCER			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES & KNACKS	
1	☐ CONVERSATION	☒	☐	☐	0				CHA						NOVICE
	☐ KARMA RITUAL	☐	☐	☐	0				-						
	☐ MELEE WEAPONS	☐	☐	☐	0				DEX						
	☐ MIMIC VOICE	☒	☐	☐	0				PER						
	☐ SPEAK LANGUAGE	☐	☐	☐	1*				PER						
	☐ WIND DANCE	☒	☐	☐	1				PER						
☐	☐	☐	☐												
2	☐ DURABILITY (6/5)	☐	☐	☐	0				-						JOURNEYMAN
	☐ ETIQUETTE	☒	☐	☐	0				CHA						
	☐ ITEM HISTORY	☒	☒	☐	0				PER						
3	☐ EMOTION SONG	☒	☐	☐	0				CHA						WARDEN
	☐ ENDURING ART	☒	☐	☐	0				PER						
4	☐ PICKING POCKETS	☐	☐	☐	0				DEX						MASTER
	☐ THREAD WEAVING (DANCE W.)	☒	☐	☐	0				PER						
5	☐ BIRD SONG	☒	☒	☐	0				PER						OTHER
	☐ RITUAL OF THE GHOST MASTER	☒	☒	☐	2				PER						
	☐ TAUNT	☐	☐	☐	0				CHA						
6	☐ HAGGLE	☒	☐	☐	0				CHA						NOVICE
	☐ LIP READING	☐	☒	☐	1				CHA						
7	☐ DEAD FALL	☒	☐	☐	1				WIL						JOURNEYMAN
	☐ LION HEART	☐	☐	☐	0				WIL						
8	☐ FAST HAND	☒	☒	☐	0				DEX						WARDEN
	☐ HYPNOTIZE	☒	☐	☐	1				PER						
	☐ LEADERSHIP	☐	☒	☐	0				CHA						
9	☐ BARDIC VOICE	☒	☐	☐	1				CHA						MASTER
	☐ GRACEFUL EXIT	☐	☐	☐	0				CHA						
	☐ SPIRIT TALK	☐	☒	☐	1				PER						
10	☐ RESIST TAUNT	☐	☐	☐	1				WIL						OTHER
	☐ SLOUGH BLAME	☒	☐	☐	1				CHA						
11	☐ DETECT FALSEHOOD	☒	☐	☐	1				PER						NOVICE
	☐ SONG OF DEFLECTION	☐	☒	☐	1				WIL						
12	☐ IMPRESSIVE STRIKE	☐	☐	☐	1				DEX						JOURNEYMAN
	☐ TRUTH SKIT	☒	☒	☐	0				PER						
13	☐ BLOOD GUILT WEAPON	☐	☒	☐	0				PER						MASTER
	☐ DETECT INFLUENCE	☒	☒	☐	0				PER						
	☐ TALENT PATTERN	☐	☒	☐	3				PER						
14	☐ MULTI-TONGUE	☒	☐	☐	1/M				PER						NOVICE
	☐ TRUE SIGHT	☐	☐	☐	0				-						
15	☐ ATTRIBUTE PATTERN	☐	☒	☐	1				PER						OTHER
	☐ ECHO LOCATION	☐	☐	☐	1				PER						
	☐ SECOND CHANCE	☒	☒	☐	1				WIL						
		☐	☐												OTHER
		☐	☐												
		☐	☐												
		☐	☐												
		☐	☐												
HALF-MAGIC KNOWLEDGE OF LEGENDS, MYTHS, RITES, TRADITIONS, FOLKLORE OF WINDLING CULTURE															

TALENTS WINDMASTER

TALENTS		WINDMASTER				D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER = STEP	NOTES & KNACKS	
1	☐ AVOID BLOW	■	□	□	1	DEX									NOVICE
	☐ DIVE ATTACK	■	□	□	1	STR									
	☐ KARMA RITUAL	□	□	■	0	-									
	☐ MELEE WEAPONS	■	□	■	0	DEX									
	☐ UNARMED COMBAT	□	□	■	0	DEX									
	☐ WOOD SKIN	■	■	■	0*	TQU									
	☐	□	□	□											
2	☐ ANTICIPATE BLOW	■	□	□	1	PER									
	☐ DURABILITY (9/7)	□	□	■	0	-									
	☐ THROWING WEAPONS	□	□	■	0	DEX									
3	☐ TAUNT	□	□	□	0	CHA									
	☐ TIGER SPRING	□	□	□	1	-									
4	☐ BUZZ	■	□	■	0	DEX									
	☐ THREAD WEAVING (WIND W.)	■	□	■	0	PER									
	☐														
5	☐ DETECT WEAPON	□	□	■	1	PER									
	☐ FAST GRAB	□	□	■	1	DEX									
	☐ RITUAL OF THE GHOST MASTER	■	■	■	2	PER									
6	☐ DISARM	□	□	■	1	DEX									
	☐ LIFE CHECK	■	□	□	0*	TQU									
7	☐ EARTH SKIN	□	■	■	0*	TQU									
	☐ SECOND ATTACK	■	■	□	1	DEX									
8	☐ LEADERSHIP	□	■	■	0	CHA									
	☐ MOMENTUM ATTACK	■	□	□	1	DEX									
	☐ SPIRIT STRIKE	■	□	■	1	WIL									
9	☐ CRITICAL HIT	□	■	□	0	-									
	☐ MISSILE TWISTER	□	■	■	0	WIL									
	☐ SECOND WEAPON	■	□	□	1	DEX									
10	☐ IMPRESSIVE STRIKE	□	□	■	1	DEX									
	☐ MATRIX STRIKE	□	□	□	1	WIL									
11	☐ SPOT ARMOR FLAW	■	□	□	0	PER									
	☐ VITALITY	□	□	■	0	TQU									
12	☐ CHAMELEON	□	■	□	1	WIL									
	☐ GAIN SURPRISE	■	■	□	0	WIL									
13	☐ SAFE PATH	□	■	■	0	PER									
	☐ STONE SKIN	■	■	■	0*	TQU									
	☐ TALENT PATTERN	□	■	■	3	PER									
14	☐ SECOND CHANCE	□	■	□	1	WIL									
	☐ VITAL STRIKE	□	■	□	1	PER									
15	☐ ATTRIBUTE PATTERN	□	■	■	1	PER									
	☐ AURA ARMOR	□	□	■	2	WIL									
	☐ WHIRLWIND	■	□	■	2	DEX									
		□	□												OTHER
		□	□												
		□	□												
		□	□												
		□	□												

HALF-MAGIC CARING/REPAIRING THEIR WEAPONS/ARMOR, KNOWLEDGE OF GUERRILLA TACTICS AND STRATEGY

TALENTS		WINDSCOUT			D	K	A	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER = STEP	NOTES & KNACKS	
1	☐ AIR DANCE	■	□	□	1	DEX								NOVICE
	☐ AVOID BLOW	■	□	□	1	DEX								
	☐ EVIDENCE ANALYSIS	■	□	■	1	PER								
	☐ KARMA RITUAL	□	□	□	0	-								
	☐ MISSILE WEAPONS	□	□	■	0	DEX								
	☐ TRACKING	■	□	■	1	PER								
	☐	□	□	□										
2	☐ DURABILITY (6/5)	□	□	□	0	-								JOURNEYMAN
	☐ MELEE WEAPONS	□	□	■	0	DEX								
	☐ SEARCH	■	□	■	1	PER								
3	☐ CREATURE ANALYSIS	■	□	■	1	PER								
	☐ SURPRISE STRIKE	□	□	□	1	STR								
4	☐ SCENT IDENTIFIER	■	□	□	0	PER								
	☐ THREAD WEAVING (SCENT W.)	■	□	■	0	PER								
	☐	□	□	□										
5	☐ ANIMAL POSSESSION	□	□	■	2	WIL								MASTER
	☐ RITUAL OF THE GHOST MASTER	■	■	■	2	PER								
	☐ TRAP INITIATIVE	■	□	□	1	DEX								
6	☐ EAGLE EYE	□	□	□	0	PER								
	☐ SPEAK LANGUAGE	■	□	□	1*	PER								
7	☐ ANTICIPATE BLOW	■	□	□	1	PER								
	☐ ENDURE COLD	■	□	□	0	TQU								
8	☐ BIRD SONG	■	■	■	0	PER								
	☐ LEADERSHIP	□	■	■	0	CHA								
	☐ SPOT ARMOR FLAW	□	□	□	0	PER								
9	☐ BESTIAL RESILIENCE	□	□	■	0	TQU								
	☐ SENSE DANGER	■	□	■	1	PER								
	☐ TRUE SIGHT	■	□	□	0	-								
10	☐ CHAMELEON	■	■	□	1	WIL								
	☐ TRACE MISSILE	□	□	□	1	PER								
11	☐ MISSILE TWISTER	□	■	■	0	WIL								
	☐ SAFE PATH	□	■	■	0	PER								
12	☐ DEFENCE	■	■	■	1	DEX								
	☐ LION SPIRIT	□	□	□	0	-								
13	☐ BLIND FIRE	□	■	□	0	PER								
	☐ ECHO LOCATION	■	□	■	1	PER								
	☐ TALENT PATTERN	□	■	■	3	PER								
14	☐ DETECT INFLUENCE	□	■	■	0	PER								
	☐ SECOND CHANCE	■	■	□	1	WIL								
15	☐ ATTRIBUTE PATTERN	□	■	■	1	PER								
	☐ GAIN SURPRISE	■	■	□	0	WIL								
	☐ MULTI-SHOT	□	□	■	1/A*	DEX								
		□	□	□										OTHER
		□	□	□										
		□	□	□										
		□	□	□										
		□	□	□										

HALF-

RECOGNIZE SCENTS/TRACKS/TRAILS BY ANIMALS/PLANTS/NAME-GIVERS IN WILDERNESS/URBAN MAGIC ENVIRONMENTS: PERCEPTION-BASED HMT INSTEAD OF NAVIGATION- AND MAPMAKING-TESTS

Talents			D	K	A	Strain	Attr	[Val]+Rank	+Other	= Step	Notes & Knacks	
1			☐	☐	☐							Novice
			☐	☐	☐							
			☐	☐	☐							
			☐	☐	☐							
			☐	☐	☐							
2			☐	☐	☐							
			☐	☐	☐							
3			☐	☐	☐							
			☐	☐	☐							
4			☐	☐	☐							
			☐	☐	☐							
5			☐	☐	☐							
			☐	☐	☐							
6			☐	☐	☐							
			☐	☐	☐							
7			☐	☐	☐							
			☐	☐	☐							
8			☐	☐	☐							
			☐	☐	☐							
9			☐	☐	☐							
			☐	☐	☐							
10			☐	☐	☐							
			☐	☐	☐							
11			☐	☐	☐							
			☐	☐	☐							
12			☐	☐	☐							
			☐	☐	☐							
13			☐	☐	☐							
			☐	☐	☐							
14			☐	☐	☐							
			☐	☐	☐							
15			☐	☐	☐							
			☐	☐	☐							
Half-Magic			☐	☐	☐							Other
			☐	☐	☐							
			☐	☐	☐							
			☐	☐	☐							
			☐	☐	☐							

TALENTS				D	K	A	STRAIN	ATTR	[VAL]+RANK	+OTHER	= STEP	NOTES & KNACKS
1												NOVICE
2												
3												
4												
5												JOURNEYMAN
6												
7												
8												
9												
10												WARDEN
11												
12												
13												
14												MASTER
15												
HALF-MAGIC												

DISCIPLINE BONY	

KARMA RITUAL	

SKILLS

ACTION	STRAIN	ATTR [VAL]+RANK+OTHER=STEP	NOTES
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[illegible]

LANGUAGES

S W

[illegible]

DEVOTION

IDEALS QUESTOR POWERS

DEVOTION POINTS	

RACIAL ABILITIES

BLOOD MAGIC

CAUSE	DEPATTERNING RATING	DAMAGE	EFFECT/NOTES
-------	---------------------	--------	--------------

[illegible]

SKILLS	ACTION	STRAIN	ATTR	[VAL]	+ RANK	+ OTHER	= STEP	NOTES
	☐							
	☐							
	☐							
	☐							
	☐							
	☐							
	☐							
	☐							
	☐							
	☐							

LANGUAGES	S	W
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐
	☐	☐

DEVOTION	IDEALS	QUESTOR POWERS
DEVOTION POINTS		

RACIAL ABILITIES

BLOOD MAGIC	CAUSE	DEPATTERNING	RATING	DAMAGE	EFFECT/NOTES

THREADS	SOURCE	TARGET	RANK	EFFECT	TOTAL LP

EQUIPMENT & POSSESSIONS	WEIGHT
12	
4	
6	

COINS	COPPER	SILVER	GOLD	WATER	EARTH	FIRE	AIR	ORICHALCUM

LEGEND POINTS	TOTAL	UNSPENT	LEGENDARY STATUS

THREADS	SOURCE	TARGET	RANK	EFFECT	TOTAL LP

EQUIPMENT	WEIGHT
E2	
E4	
E6	
E8	
E10	
E12	
E14	
E16	
E18	
E20	
E22	

OTHER POSSESSIONS
P2
P4
P6

COINS	COPPER	SILVER	GOLD	WATER	EARTH	FIRE	AIR	ORICHALCUM

LEGEND POINTS	TOTAL	
	UNSPENT	
	LEGENDARY STATUS	

LEGEND POINTS
 TOTAL
 UNSPENT
 LEGENDARY STATUS

MAGICAL ITEM

[illegible]

MAGICAL ITEM

[illegible]

FAMILIAR/MOUNT/COMPANION

NAME	TYPE
APPEARANCE	

ATTRIBUTES	STEP/DICE	TEMP. STEP/DICE
DEX		
STR		
TOU		
PER		
WILL		
CHA		

KARMA	
MAXIMUM	
LP COST	
STEP/DICE	
AVAILABLE KARMA	

HEALTH	BASE	OTHER	TOTAL
UNCONSCIOUSNESS			
DEATH RATING			
RECOVERY TESTS/DAY		RECOVERY STEP/DICE	
WOUND THRESHOLD		KNOWNOWN STEP/DICE	
CURRENT DAMAGE			WOUNDS [] [1] [2] [3] [4] [5] [6] [7] [8] [9]

DEFENSE		
PHYSICAL	SPELL	SOCIAL

INITIATIVE	DEX STEP		TOTAL INITIATIVE STEP/DICE
	ARMOR PENALTY		
	OTHER		

MOVEMENT	H2O	LAND	AIR	ENCUMBRANCE
				CARRY
				LIFT

ARMOR	WORN/USED	PHYSICAL ARMOR	MYSTIC ARMOR	TIMES FORGED	INITIATIVE PENALTY	WEIGHT
	☐					
	☐					
	☐					

WEAPONS/ATTACKS	DAMAGE STEP	TIMES FORGED	SIZE	SHORT RANGE	MEDIUM RANGE	LONG RANGE	WEIGHT

SKILLS	ACTION	STRAIN	ATTR + RANK + OTHER =	STEP	NOTES
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				

EQUIPMENT	

LEGEND POINTS	
UNSPENT	TOTAL
LEG. STATUS	

[illegible]

LEGEND POINT EXPENDITURE		
ATTRIBUTES	KARMA	TOTAL SPENT
TALENTS	SPELLS	TOTAL AVAILABLE
TALENT KNACKS	THREADS	GRAND TOTAL
SKILLS	OTHER	LEGENDARY STATUS

PERSONAL BACKGROUND

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The top edge of the paper has a small black tab-like shape protruding from it. The overall appearance is that of a standard notebook page or a piece of stationery designed for writing.

DRAWING

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Lined area for writing the story or adventure journal entry.

MATRIX 01	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 02	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 03	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 04	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 05	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 06	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 07	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 08	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 09	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 10	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 11	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 12	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 13	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 14	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 15	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 16	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 17	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 18	
RANK	MYSTIC ARMOR
☐ SPELL ☐ ENHANCED ☐ ARMORED ☐ SHARED ☐ BL99D	DEATH RATING CURRENT DAMAGE THREAD ATTACHED ☐
TYPE	

MATRIX 19

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 20

RANK		MYSTIC ARMOR	
TYPE	☐ SPELL	DEATH RATING	
	☐ ENHANCED		
	☐ ARMORED		
	☐ SHARED		
	☐ BLOOD		
		CURRENT DAMAGE	
		THREAD ATTACHED ☐	

MATRIX 21

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 22

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 23

RANK		MYSTIC ARMOR	
TYPE	☐ SPELL	DEATH RATING	
	☐ ENHANCED		
	☐ ARMORED		
	☐ SHARED		
	☐ BLOOD		
		CURRENT DAMAGE	
		THREAD ATTACHED	

MATRIX 24

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 25

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 26

RANK		MYSTIC ARMOR	
TYPE	☐ SPELL	DEATH RATING	
	☐ ENHANCED		
	☐ ARMORED		
	☐ SHARED		
	☐ BLOOD		
		CURRENT DAMAGE	
		THREAD ATTACHED	

MATRIX 27

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 28

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH	
	☐ ENHANCED		RATING	
	☐ ARMORED		CURRENT	
	☐ SHARED		DAMAGE	
	☐ BLOOD		THREAD ATTACHED	☐

MATRIX 29

RANK		MYSTIC ARMOR	
TYPE	☐ SPELL	DEATH RATING	
	☐ ENHANCED		
	☐ ARMORED		
	☐ SHARED		
	☐ BLOOD		
		CURRENT DAMAGE	
		THREAD ATTACHED	

MATRIX 30

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 19

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 20

RANK		MYSTIC ARMOR
TYPE	☐ SPELL	DEATH RATING
	☐ ENHANCED	CURRENT DAMAGE
	☐ ARMORED	THREAD ATTACHED
	☐ SHARED	
	☐ BLOOD	

MATRIX 21

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 22

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 23

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	
	☐ SHARED			
	☐ BLOOD			

MATRIX 24

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	☐
	☐ SHARED			
	☐ BLOOD			

MATRIX 25

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	
	☐ SHARED			
	☐ BLOOD			

MATRIX 26

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	
	☐ SHARED			
	☐ BLOOD			

MATRIX 27

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH RATING	
	☐ ENHANCED		CURRENT DAMAGE	
	☐ ARMORED		THREAD ATTACHED	
	☐ SHARED			
	☐ BLOOD			

MATRIX 28

TYPE	☐ RANK	☐ MYSTIC ARMOR
	☐ SPELL	☐ DEATH RATING
	☐ ENHANCED	☐ CURRENT DAMAGE
	☐ ARMORED	☐ THREAD ATTACHED
	☐ SHARED	
	☐ BLOOD	

MATRIX 29

RANK		MYSTIC ARMOR	
TYPE	☐ SPELL	DEATH RATING	CURRENT DAMAGE
	☐ ENHANCED		
	☐ ARMORED		
	☐ SHARED		
	☐ BLOOD		
THREAD ATTACHED			

MATRIX 30

TYPE	RANK		MYSTIC ARMOR	
	☐ SPELL		DEATH	
	☐ ENHANCED		RATING	
	☐ ARMORED		CURRENT	
	☐ SHARED		DAMAGE	
	☐ BLOOD		THREAD ATTACHED	

BOOK MEMORY

[illegible]

MEMORIZATION DATE

[illegible]

MEMORIZATION DATE

[illegible]

BOOK MEMORY

MEMORIZATION DATE

MEMORIZATION DATE

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

FETISH		CIRCLE			
MYSTIC ARMOR		DAMAGE RATING		PHYSICAL DAMAGE	
DEATH RATING		DESCRIPTION			
MYSTIC DAMAGE					

[illegible]

[illegible]

[illegible][illegible]

[illegible]

SPELL MATRIX

RANK

MYSTIC ARMOR

DEATH RATING **10**

CURRENT DAMAGE

SPELL MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **10**

CURRENT
DAMAGE

SPELL MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **10**

CURRENT
DAMAGE

SPELL MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **10**

CURRENT
DAMAGE

ENH. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING 15

CURRENT
DAMAGE

ENH. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **15**

CURRENT
DAMAGE

ARM. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **25**

CURRENT
DAMAGE

ARM. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **25**

CURRENT
DAMAGE

SHARED MATRIX

RANK

MYSTIC ARMOR

DEATH RATING 20

CURRENT DAMAGE

RANK
 MYSTIC
 ARMOR
 DEATH RATING 20
 CURRENT
 DAMAGE

SHARED MATRIX

RANK

MYSTIC ARMOR

DEATH RATING 20

CURRENT DAMAGE

[illegible]

SPELL MATRIX	
RANK	
MYSTIC ARMOR	
DEATH RATING	10
CURRENT DAMAGE	

SPELL MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **10**

CURRENT
DAMAGE

SPELL MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **10**

CURRENT
DAMAGE

ENH. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **15**

CURRENT
DAMAGE

ENH. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **15**

CURRENT
DAMAGE

ARM. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **25**

CURRENT
DAMAGE

ARM. MATRIX

RANK

MYSTIC
ARMOR

DEATH RATING **25**

CURRENT
DAMAGE

ARM. MATRIX
 RANK
 MYSTIC
 ARMOR
 DEATH RATING **25**
 CURRENT
 DAMAGE

SHARED MATRIX
 RANK
 MYSTIC
 ARMOR
 DEATH RATING 20
 CURRENT
 DAMAGE

SHARED MATRIX
 RANK
 MYSTIC
 ARMOR
 DEATH RATING 20
 CURRENT
 DAMAGE

SHARED MATRIX
 RANK
 MYSTIC
 ARMOR
 DEATH RATING 20
 CURRENT
 DAMAGE

[illegible]

[illegible]