Warder	Character Name
	Player Name

RISING LEGENDS

Earth Materia			0
Species			Size
	100	7'	222
Gender	Age	Height	Weight

ATHLETICS	1	ENDURE	3	MARTIAL	1
		Might			
ELUDE	1	NIMBLE	1	TOOLS	2
		Finesse			
GUILE	3	POISE	1	ZEAL	2
		Charisma			
MAGIC	3	NATURE	3	OBSERVE	3
		Wit			

Souls	14	Shards	40	Bulk Limit	15

10 GRIT	16 ENERGY	15 RESOLVE
6 THRESHOLD	5 PHYSICAL REDUCTION	
3 MINOR ACTIONS	4 MOVEMENT	1 LUCK
SENSES	Keric, Terran LANGUAGES	
UNUSUAL LIMBS AND DISTALS		

Weapons	Bulk	Notes
Quarterstaff	3	Guard 1

Pack: Adventurer Backpack	Bulk	Qty	Notes
Baki's Magic Marker	N1	1	Endless glowing chalk
Bedroll	2	1	For sleeping
Chess Set	1	1	
Bullseye Lantern	1	1	Uses N1 oil per hour
Oil	4	4	For burning
Soap	N2	1	For cleaning
Trail Mix	6	6	For eating
Waterskin	N3	1	For drinking from

Worn	Bulk	Notes
Stone Torso Armor	5	5 physical reduction / 1 fire / -1 mobility
Stone Head Armor	1.25	5 physical reduction
Clothes	3	
Demon Eye	N1	1 Resolve: Magic effect duration +1

Pack:	Bulk	Qty	Notes

Character Name	Training Limit	AP Total	Assigned	Affinities
	1	12	12	

Action	Use	Area	Damage	Details
Conjure Vines	SP	6 range		Size 0 vines grow in target space with Tier 1 in each Skill. They Grab/Grapple now and as your turn starts. for 3 rounds.
Render Harmless	SP	4 range		Attack Nature with 3d12 to cause a weapon to have -1 on attack and damage rolls for 8 rounds
Greaser + 1	SP	4 range		Attack Nature with 3d12 to cause a weapon to create grease coating any target causing Tier 3 Slick for 8 rounds.
Demon Eye	mi	self		1 Resolve: You may have magical effects applied to you this round gain +1 duration
Elemental Barrier	tr	self		1 Grit: Create shield with Guard 3 for 2 rounds. | After blocking melee attack, deal 2 Bashing Earth dmg.
Quick Manifest + 1	tr	self		1 Resolve: Roll 1d12 to use Manifest with a Spell, DL 8
Quarterstaff	MA	reach	4 Bashing	Disarm, Guard 1, Reposition, Trip, Two-Handed

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 Earth and +1 damage with Earth effects.
Fused Element	Earth. Species abilities are Earth.
Element Infused	Reduce the DL to Manifest Earth abilities by 2.
Elemental Form	Immunity to Trauma and Devastating. Vulnerable to Air