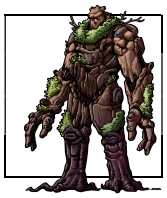

Crusader	Character Name
	Player Name

RISING LEGENDS

Flora	0
Species	Size

		5'	172
Gender	Age	Height	Weight

ATHLETICS	2	d12	ENDURE	3	d12	MARTIAL	3	d12

=Might 8

ELUDE	1	d12	NIMBLE	2	d12	TOOLS	1	d12

=Finesse 4

GUILE	1	d12	POISE	2	d12	ZEAL	3	d12

=Charisma 6

MAGIC	2	d12	NATURE	2	d12	OBSERVE	2	d12

=Wit 6

13 GRIT	16 ENERGY	12 RESOLVE
5 THRESHOLD	3 PHYSICAL REDUCTION	
3 MINOR ACTIONS	5 MOVEMENT	1 LUCK
SENSES	Keric, Sylvan, Ancient LANGUAGES	
UNUSUAL LIMBS AND DISTALS		

Worn	Bulk	Notes
Full Set Wood Armor	7.5	
Adventuring Apparel	n/a	

Souls 48 Shards 77 Bulk Limit 24

Weapons	Bulk	Notes
Greataxe	3	
Warhammer	2	
Heavy Shield	3.1	+Shield Sconce / Torch

Pack: Adventurer Backpack	Bulk	Qty	Notes
Waterskin	N3	1	
Trail Mix	1	6	
Baki's Magic Marker	N1	1	Endless glowing chalk
Oil	1	1	Use N1 per hour of torch

Pack:	Bulk	Qty	Notes

Character Name	Training Limit	AP Total	Assigned	Affinities
Crusader	1	12	12	

Action	Use	Area	Damage	Details
Warhammer	AT	Reach	6 B or S	Attack Elude with 3d12 | Dazzled, Impact, Reposition
Heavy Shield	AT	Reach	4 Bashing	Attack Elude with 3d12 | Guard 2
Greataxe	AT	Reach	7 Chopping	Attack Elude with 3d12 | Demoralize, Devastating, Trauma, Two-Handed
Instant Growth	TA	Self		DL 6 on 3d12 | Grow 1 size for 6 minutes. Then gain Tier 1 Starving. Can end with 3 Bulk of food.
Soulfreeing	TA	Self		DL 6 on 3d12 | For 3 rounds, after Injury to Undead, atk Endure with Injury d12 to deal 2 Radiant dmg
Roar	TA	Burst 3		Attack Poise with 3d12 | Cause Tier 1 Frightened to creatures hearing you. If Frightened, Focus on you.
Glitter	re	Target 3		After Injuring a creature with a melee attack, it sheds Tier 2 light in an Aura 4.
Crusader Stance +B	st	Self		Gain +1 on Magic defense and defense against effects that cause Treatable Ailments.
				Gain +1 on rolls to reduce Ailments afflicting you.
Restorative Flames + 1B	SP	Self		DL 6 on 2d12 | Gain Immunity to Burning for 4 rounds. +2 Energy: End of turn, heal 1 Grit

Use: ***Major***: **SP** – Spell, **TA** – Talent **|** ***Minor***: **re** – Reaction, **st** – Stance, **tr** – Trick **| ag** – Augment **| Ob -** Object

Passive Effect	Details
Full-Blooded	Increase the Grit you heal from Recovery by 1. Gain +1 on Nature Knowledge rolls.
Wooden Body	Gain 6 Time and Radiant Reduction. Vulnerable to Fire.
Sunfed	After each hour in sunlight, gain the nourishment of eating N5 Bulk of food and heal 1 Grit.
Green Blood	Gain +2 on defense against Hemotoxin poisons. Can be affected as a plant.
Stable	Gain +1 on Balance rolls.
One with the Forest	Gain 1 Earth Reduction.