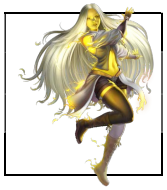

Medic

Character Name

Player Name

RISING LEGENDS

Shimmer	-1
Species	Size

Gender	Age	Height	Weight
	55	4'5"	55

ATHLETICS 1	ENDURE 2	MARTIAL 1
	Might	

ELUDE 2	NIMBLE 2	TOOLS 2
	Finesse	

GUILE 1	POISE 3	ZEAL 2
	Charisma	

MAGIC 3	NATURE 3	OBSERVE 2
	Wit	

10 GRIT	14 ENERGY	14 RESOLVE

4 THRESHOLD	3 PHYSICAL REDUCTION

3 MINOR ACTIONS	5 MOVEMENT	1 LUCK

SENSES

Keric, Angelic
LANGUAGES

UNUSUAL LIMBS AND DISTALS

Souls _____ **Shards** 96 **Bulk Limit** 9

Weapons	Bulk	Notes
Angel Feather	N1	1 Resolve: -1 Heal DL: 1 round
Escape Smoke	N2	Tier 2 Fog in Burst 4
Sling	N4	20 bullets

Pack: Adventurer Backpack	Bulk	Qty	Notes
Endless Water Jug	N7	1	1 Resolve: 1 Bulk water
Smelling Salts	N2	1	Roll to wake up for 3 rounds
Bandages	2	1	Treat Injury 50 times
Chalk	N1	50	Writes stuff
Gatherer's Tools	2.25	1	+1 to find food
Grappling Hook	1	1	Just add rope
Groomer's Tools	2	1	Stay clean
Healer's Tools	2	1	For all kinds of treatments
Ink	N2	1	50 pages of ink
Journal	1	1	50 pages of paper
Medical Herbs	N6	30	Used for many treatments
Silk Rope	2	1	50 feet of rope
Soap	N1	1	Stay clean
Trail Mix	7.5	10	Basic food

Worn	Bulk	Notes
Wood Torso Armor	2.25	3 physical reduction
Clothes	2.25	

Pack:	Bulk	Qty	Notes

Character Name	Training Limit	AP Total	Assigned	Affinities
	1	12	12	

Action	Use	Area	Damage	Details
Sling	MA	12 range	3 bashing	Load 1 | Attack Elude with 2d12 | 20 bullets
Soothe	MA	Reach		3d12 to lower an Ailment, Burning, or Unaware 1 Tier, DL 8 | +1 Tier per 3 over DL
Healing Waters +1B	SP	Reach		1 Energy: 3d12 to Heal 4 Grit, DL 3 | +2 Energy: Soothe with +2
Angel Feather	tr	Self		1 Resolve: Lower DL of all healing rolls by 1 for 1 round
Resolute	tr	Self		1 Resolve: Heal 2 Energy
Radiant Glow	tr	Aura 3		Increase Light Tier by 1 for 1 minute
Smelling Salts	MA	Reach		For 3 rounds, adjacent creatures roll to wake up each round | They gain +3 if they have scent | single use
Escape Smoke	MA	3 range		Cause Tier 2 Fog in a Burst 4 | Single use
Bolstered Defender	re	Reach		Aid a defense (Roll same Skill to grant +1), DL 4
Misheal Augment	ag			2 Resolve: Healing effect instead deals Stabbing Body damage to Grit | DL +2

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

Passive Effect	Details
Full-Blooded	Immune to Radiant and +1 damage with Radiant effects
Radiant Body	Vulnerable to Necrotic
Radiant Attuned	Reduce the DL to Manifest Radiant abilities by 2
Brilliant	Gain +2 on Aid rolls and do not become Blinded by Light (Already shown in Bolstered Defender)
Biologist	+1 on Disease and Poison Knowledge and Soothe rolls (Already shown in Soothe)
Grand Heal + B	After rolling 12 in healing roll, Soothe them with +1 | Triumph roll to heal, gain +1 heal (Healing Waters)
Peaceful Nature	+1d12 on Poise influence rolls