Character Name	Background	Role	Species	Languages
Gills, Frostmage	Fisher	Leader	Half-Blood Karaz	Common, Dragon

Player	Base Size	Movement	Senses & Traits
	Small	Ground 4, Fly 4	Infravision, Wings 2, and 2 of the following: Weapon (Tail, Horns, or Claws)

Grade / Save & Dice	Favorite Words	Social Rank	Social Sphere Info	Wealth Rank	Money
3: Hero / 6 ABCC		5			48GP

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ASPECTS		Ability Score	Defenses	Wounds
Activities *Things you enjoy doing*	Points	4	4,1	Damage
Flying	2			
Swimming	1	Brawn	Physical Power	Defeat: Neutralized
Reading	1	2	2,1	Damage
PHYSICAL		Dexterity	Physical Agility	Defeat: Hobbled

Activities	Species Ranks	BackGr Ranks	Ranks Bought	Total Ranks	Gear	Gear Value	Basic Skills	Roll
							Athletics	AAAA
Flying	1			1			Durability	AAAB
Swimming							Intimidate	AAAA
Reading							Nimble	AA
							Precision	AA
Physical		1		1			Stealth	AB

Topics *Things you love to learn*	Points	Ability Score	Defenses	Wounds
		2	3,4	Damage
Fishing	1			
Prax History	1	Genius	Mental Power	Defeat: Stumped
Herbology	1	3	3,3	Damage
MENTAL		Savvy	Mental Agility	Defeat: Baffled

Topics	Species Ranks	BackGr Ranks	Ranks Bought	Total Ranks	Gear	Gear Value	Basic Skills	Roll
			3	3	Multitool	2	Craft	ACC
Fishing	1		2	3	Book of Lore	2	Lore	ACC
Prax History		2	1	3	Collection of Herbs	1	Nature	ABC
Herbology							Perception	AAA
							Tactics	AAA
Mental		2		2	Handy Bag	1	Vigilance	ABC

Initiative Option

Devotions *Things you won't give up*	Points	Ability Score	Defenses	Wounds
		3	3,0	Damage
Finding Mom	2			
Not Forgetting	1	Appeal	Social Power	Defeat: Cowed
		1	1,0	Damage
SOCIAL		Empathy	Social Agility	Defeat: Ashamed

Devotions	Species Ranks	BackGr Ranks	Ranks Bought	Total Ranks	Gear	Gear Value	Basic Skills	Roll
							Charm	AAA
Finding Mom							Entertain	AAA
Not Forgetting							Leadership	AAA
							Customs	A
							Trickery	A
Social							Shrewd	A

Initiative Option

Action Points		Composure	
Base	1	Pool	9
Current		Damage	

ADVANCEMENT			
Next XP	200	Level	1

Boosts	Power Source	Species Ranks	BackGr Ranks	Ranks Bought	Total Ranks	Gear	Gear Value	Trained Skills	Roll
	Elemental			3	3	Elemental Essence	2	Water	ABCC

Description / Portrait

Other Items

TALENTS

Inspire — **Leader**

Buff; Spend 3 Edge: ↑2 to the very next roll either you or an ally make.

Galvanize – Buff; Spend 1 crit: Choose yourself or an ally that can see you. ↑1 until the end of combat.

Hone – Buff; Once per turn: Choose one ally you can see, or yourself and adj. allies. ↑1 for one turn.

Chilling Blast

Cold, Crushing, or Slicing, Atk; Major, ↓X dice: Roll vs Phy. on an adj. line 2X+2.

Fog Shroud

Spend 3X Water Edge: You, adj. allies, and allies in the target area gain Soak X until your next turn.

Frostfeet

Stance; Maneuver: Whenever you deal Cold dmg to a foe, you may slide the target 1 square.

Fly

Perk: You have learned how to use your wings to fly. You gain a fly speed of 1 less than your species' base speed.

Novice Ritual Castin

Perk, Choose a Ritual Skill: Learn 2 rituals from the chosen skill. You may take this talent more than once. Each