

Name: _____

Mind _____ Body _____ Spirit _____ MgR _____ PR _____ LPs _____ AR _____

Advantages, Non-Magical

- ___ Alertness (5)
- ___ Allies (5)
- ___ Charismatic (5)
- ___ Combat Luck (5)
- ___ Combat Reflexes (10)
- ___ Contacts (5)
- ___ Direction Sense (5)
- ___ Famous Ancestor (5)
- ___ Fast Healer (10)
- ___ Favors Owed (5)
- ___ Followers (10)
- ___ Good Reputation (5)
- ___ Intuition (5)
- ___ Light Sleeper (5)
- ___ Low Justice (10)
- ___ Nobility (10)
- ___ Patron (10)
- ___ Photographic Memory (5)
- ___ Physical Toughness (10)

Advantages, Magical

- ___ Ageless (10)
- ___ Artificer (25)
- ___ Blood Magic Affinity (10)
- ___ College Affinity (25)
- ___ Cyclic Magic (10)
- ___ Decreased Backfire (10)
- ___ Enduring Magic (10)
- ___ Fast Caster (10)
- ___ Greater Magic Resistance (10)
- ___ Inventive/Creative Spellmaker (15)
- ___ Iron Hands (5)
- ___ Luck (10/20)
- ___ Personal Manna Source (10)
- ___ Second Sight (5)
- ___ Shielding Affinity (20)
- ___ Spiritbond (5/10)
- ___ Sphere Affinity
- ___ Superior Channeler (10)
- ___ True Name (15)
- ___ Unrealized Potential (10)

Disadvantages, Non-Magical (5 ea.)

- ___ Absentminded
- ___ Addiction
- ___ Allergies
- ___ Age
- ___ Bad-tempered
- ___ Bloodlust
- ___ Bully
- ___ Clumsy
- ___ Code of Ethics
- ___ Criminal Brand
- ___ Dark Secret
- ___ Enemy
- ___ Expenses
- ___ Fanaticism
- ___ Greedy
- ___ Honest
- ___ Hunted
- ___ Infamous Background
- ___ Impulsive
- ___ Intolerance
- ___ Lame
- ___ Low Confidence
- ___ Obligation
- ___ OCB
- ___ Pacifism
- ___ Phobia
- ___ Sense of Duty
- ___ Social Stigma
- ___ Stubborn
- ___ Superstitious
- ___ Truthful
- ___ Unlucky
- ___ Vow

Disadvantages, Magical

- ___ Bad Luck (10/15)
- ___ Conditioning (10)
- ___ Cursed (5/10)
- ___ Haunted (5)
- ___ Lack of Magical Control (10)
- ___ Magic Addiction (10)
- ___ Magical Signature (5)
- ___ Sense of Doom (5)
- ___ Sinister Air (5)
- ___ Susceptibility to Magic (10)
- ___ Uninspired Spell-Crafter (10)
- ___ Warped Magic (10)

Combat Skills

- ___ Weapon Attack (Body)
- ___ Unarmed/martial arts
- ___ Short bladed weapons
- ___ Long bladed weapons
- ___ Axes
- ___ Hammers, mauls and clubs
- ___ Quarterstaff/Short pole
- ___ Long pole weapons
- ___ Missile weapons
- ___ Mechanical weapons
- ___ Exotic or specialized weapons

- ___ Armor Use (Body)
- ___ Shield Use (Body)
- ___ Berserk (Spirit)
- ___ Disarming (Body)
- ___ Focusing Power (Mind)
- ___ Lightning Draw (Body)
- ___ Missile Parry (Body)

Stealth Skills

- ___ Acrobatics (Body)
- ___ Detect Traps (Body)
- ___ Disguise (Mind)
- ___ Evade Traps (Mind/Body)
- ___ Gambling (Mind)
- ___ Hide in Shadows (Mind/Body)
- ___ Lockpicking (Body)
- ___ Move Silently (Body)
- ___ Pickpocketing (Body)

General Skills

- ___ Academia (Mind)
- ___ Animal Handling (Mind)
- ___ Appraising (Mind)
- ___ Area Lore (Mind)*
- ___ Armor Repair (Mind/Body)
- ___ Bargain (Mind)
- ___ Bureaucrats (Mind)
- ___ Climbing (Body)*
- ___ Courtly Intrigue (Mind)
- ___ Craft (Variable)
- ___ Detect Lies (Mind)
- ___ Diplomacy (Mind)
- ___ Dodging (Body)*
- ___ Entertainment (Mind/Body)
- ___ Fast-Talk (Mind)
- ___ First Aid (Mind)
- ___ Foreign Language (Mind)
- ___ Gambling (Mind)
- ___ Hunting/Gathering (Body)
- ___ Intelligence Analysis (Mind)
- ___ Jumping (Body)*
- ___ Knowledge (Mind)
- ___ Literacy (Mind)
- ___ Navigation (Mind)
- ___ Perception (Mind)*
- ___ Savior -Faire (Mind)
- ___ Seamanship (Mind/Body)
- ___ Scrounging (Mind)
- ___ Swimming (Body)
- ___ Teaching (Mind)
- ___ Tracking (Mind)
- ___ Weapon Repair (M/B)

Magic Skills: Spheres (Spirit)

- ___ Elements
- ___ Energy
- ___ Life
- ___ Manna
- ___ Mind
- ___ Time
- ___ Soul/Spirit

Magical Skills: Colleges (Mind)

- ___ Alterations
- ___ Apportations
- ___ Conjurations
- ___ Divinations

Special Combat Maneuvers

- ___ Attack Armor (5)
- ___ Attack Weapon (5)
- ___ Backlash (15)
- ___ Called Shot (10)
- ___ Dishonorable Strike (5)
- ___ Double Blow (15)
- ___ Falcon Wing (15)
- ___ Feint (10)
- ___ Hardened Attack (10)
- ___ Lethal Twist (15)
- ___ Lucky Shot (5)
- ___ Mighty Blow (15)
- ___ Minor Vulnerable Strike (5)
- ___ Major Vulnerable Strike (10)
- ___ Offhand Weapon Attack (15)
- ___ Offhand Weapon Parry (15)
- ___ Reverse Stroke (10)
- ___ Riposte (15)
- ___ Sacrifice Move (5)
- ___ Shield Bash (10)
- ___ Swallow Wing (10)
- ___ Throw Weapon (5)
- ___ Timed Attack (15)
- ___ Weapon Strike (5)
- ___ Counter Maneuver (5)
- ___ Advanced Counter (10)
- ___ Swing Counter (10)
- ___ Double Counter (15)

Elements

- ___ Breath Water (10)
- ___ Elemental Aura: Attack (5)
- ___ Elemental Aura: Defense (5)
- ___ Elemental Blast (10)
- ___ Elemental Resistance (5)
- ___ Elemental Shaping (10)
- ___ Elemental Ward (5)

Energy

- ___ Charge/Discharge (10)
- ___ Clairvoyance/Clairaudience (10)
- ___ Control Temperature (15)
- ___ Great Shout (10)
- ___ Illusion (15)
- ___ Invisibility (10)
- ___ Light (5)
- ___ See in Complete Darkness (5)
- ___ Truesight (10)

Life

- ___ Animal Friendship (10)
- ___ Healing (10)
- ___ Nature's Movement (5)
- ___ Regeneration (15)
- ___ Shapechange (15)
- ___ Speak to Animals (5)
- ___ Speak to Plants (5)
- ___ Unnatural Dense Skin (10)

Manna

- ___ Bleed Aura (15)
- ___ Boost Talent (10)
- ___ Concentrate Manna (10)
- ___ Corrupt Power (15)
- ___ Rip Manna (10)
- ___ Sense Manna: Area (5)
- ___ Sense Manna: Object (5)
- ___ Steal Power (15)
- ___ Tap into Leyline (10)
- ___ Tap into Node (15)

Mind

- ___ Charm (15)
- ___ Cloud Mind: Fuddle Memory (10)
- ___ Cloud Mind: Un-seeming (5)
- ___ Detect Lie (5)
- ___ Empathy (5)
- ___ ESP (5)
- ___ Frighten (10)
- ___ Mindsword (10)
- ___ Suggestion (15)
- ___ Telekinesis (5)
- ___ Telepathy (5)

Time

- ___ Danger Sense (10)
- ___ Extra Time (15)
- ___ Glimpse of the Past (15)
- ___ Item History (10)
- ___ Repeat Action (15)
- ___ Rot/Rust (10)
- ___ See Into Future (15)
- ___ Skip Ahead (15)
- ___ Visionary (10)

Spirit

- ___ Animal Possession (10)
- ___ Bind/Turn Spirit (10)
- ___ Detach Soul (15)
- ___ Drain Soul (15)
- ___ Enter Bodily Into Spiritworld (15)
- ___ Raise Spirit (15)
- ___ Speak with Dead (10)
- ___ Spirit Armor (5)
- ___ Spirit Journey (15)
- ___ Spirit Ward (15)

Chi Powers (Manna/Spirit)

- ___ Absorb Chi (15)
- ___ Chi Balance (5)
- ___ Chi Blow (5)
- ___ Chi Breath (5)
- ___ Dragon Running (10)
- ___ Immerse Self in the Tao (10)
- ___ Flow of Yang (15)
- ___ F lying Fist (5)
- ___ Healing Chi (5)
- ___ Inner Glow (5)
- ___ Inner Harmony (5)
- ___ Push (5)
- ___ Sense Chi (5)
- ___ Soft Fist (10)

Dream Powers (Mind/Spirit)

- ___ Alter Other's Dream
- ___ Control Self Image
- ___ Create Nightmare
- ___ Dream Travel
- ___ Dispel Nightmare
- ___ Enter Dreamworld Physically
- ___ Enter Other's Dream
- ___ Enter Dreamworld: Dreamlands
- ___ Enter Dreamworld: Terra's Mirror
- ___ Force Sleeper into Dreamworld
- ___ Manipulate Dream Environment
- ___ Prophetic Dream
- ___ Shield Dream
- ___ Summon Nightmare to the Waking World
- ___ Send Dream

Spells:

- Analyze Magic
- Barrier Ward
- Bind Spirit
- Break
- Cat Form
- Cloak of Invisibility
- Crow Form
- Cup of Youth
- Cure Disease
- Dispel Magic
- Dragon Swiftness
- Ensarement of the Glass
- Fate
- Fear
- Firebolt, Minor
- Firebolt, Superior
- Firebolt, Ultimate
- Gentle Fall
- Globe of Air
- Globe of Light
- Heal Surface Wounds
- Heal Minor Wounds
- Heal Major Wounds
- Illusionary Warrior
- Instantaneous Spell Dismissal
- Lift
- Lightning Bolt, Minor
- Lightning Bolt, Major
- Magic Armor
- Reveal the Hidden
- Sense Spirit
- Silence, Lesser
- Silence, Greater
- The Six Names of Xyth
- Sleep of One
- Sleep of Many
- Slow
- Sphere of Anti-Magic
- Spirit Slash
- Strength of Many
- Suggestion
- Summon Hornet Swarm
- Summon Storm
- Summon Sword
- Summon Sword of Flame
- Telepathy
- Teleport
- Water Breathing

