

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)
- \_\_\_ Bureaucratics (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 Swiftmess
- 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

