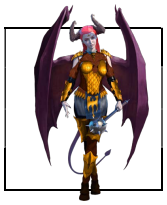

Striker

Character Name

Player Name

RISING LEGENDS

Demon	0
Species	Size

	251	6'2"	145
Gender	Age	Height	Weight

ATHLETICS 2	ENDURE 2	MARTIAL 3
	Might	

ELUDE 3	NIMBLE 3	TOOLS 3
	Finesse	

GUILE 1	POISE 1	ZEAL 2
	Charisma	

MAGIC 1	NATURE 1	OBSERVE 2
	Wit	

13	10	8
GRIT	ENERGY	RESOLVE

3	2
THRESHOLD	PHYSICAL REDUCTION

3	5	1
MINOR ACTIONS	MOVEMENT	LUCK

Darksight	Keric, Demonic, Ancient
SENSES	LANGUAGES

Claws, fangs, horns, tail, and wings

UNUSUAL LIMBS AND DISTALS

Worn	Bulk	Notes
Torso Leather Armor	2	2 physical reduction
Clothes	3	
Sunglasses	N2	Light tier -2 (can use Darksight)

Souls 31 **Shards** 44 **Bulk Limit** 21

Weapons	Bulk	Notes
Whip	2	
Heavy Shield	4	
Shortbow	2	

Pack: Adventurer Backpack	Bulk	Qty	Notes
Endless Water Jug	1	1	1 Resolve: 1 Bulk of water
Bedroll	2	1	For sleeping
Chalk	N1	1	For writing
Magnifying Glass	1	1	
Silk Rope	2	1	50' of rope
Trail Mix	6	6	For eating

Pack: Quiver	Bulk	Qty	Notes
Arrow	4	20	

Character Name	Training Limit	AP Total	Assigned	Affinities
	1	12	12	

Action	Use	Area	Damage	Details
Whip	MA	Reach + 2	3 Bashing	Disarm, Grab, Extend 2, Trip, Unsteady | Attack Elude with 3d12
Heavy Shield	MA	Reach	4 Bashing	Guard 2 | Attack Elude with 3d12
Shortbow	MA	Range 8	5 Stabbing	Devastating, Load 1, Two-Handed | Attack Elude with 3d12
Fangs	MA	Reach	4 Chopping	Devastating, Grab | Attack Elude with 3d12
Barrage Augment + B	ag			2 Resolve: Attack hits 2 target each for half dmg / +2 DL | +2 DL for 1 more target (up to twice)
				+4 Energy: Can hit same target with all the attacks
Affliction Augment	ag			2 Energy: Add 2 Unsteady dmg to an attack / +2 DL | |2 DL for 1 more dmg (up to twice)
Waings of Agony +1B	TA	Burst 4		You and Allies each gain +2 on next damage roll within 1 minute.
				2 Resolve: Instead, all allies make an Melee or Ranged strike as a reaction now.
Demonic Vanishing + 1	TA			Invisible for 1 round and warp up to 8 spaces.
Impede	MA	Reach		3 Weak dmg or 2 Blind, Dazzled, Deaf, Mute, Slow, or Unsteady dmg | Attack Endure with 2d12

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

Passive Effect	Details
Full Blooded	As a magical effect targets you, you can increase its duration on you by 1.
Unholy	Gain 6 Necrotic Reduction.
Trick Shooter	If Ranged Strike (Shortbow) hits, can use effect of Impede instead of normal damage (apply Devastating)
Always Ready	+1 Priority
Expanded Impede	Impede may deal 3 Weak damage instead of normal effect
Strengthened Wings	Can fly with wings