NAME Saphire (The Wage) RACE Abyssian HEIGHT 5.3 WEIGHT 105lbs HL 1 EL 0 TP /											
PRIMARY CLASS Hydromancer SUBCLASS Sorcerer SOUL PURPOSE LP										LP	
										~	
CON	_1_	AGI	2	INT	_3_	STR	_1_	WILL	3_	CHA	_1_
Stamina		Mobility		Search		Brawn		Curse Res.		Sales	
2 nd Wind		Sp. Jump		Perception		St. Jump		Will to Live		Bargaining	
Immune S.		Finesse		Focus		Brutality		Mental Res.		Distract	
Hit Points	20 / 20	Initiative	2	C. Mastery	3	Armor	1_	SP Armor	3	Song Effect	_1_
Vitality	40 / 40	Speed	4	H. Mastery	3	MAD	1_	M. Mastery	3	M. Speed	_1_
		RAD	2	SP Mastery	6			Resistance	3	M. Damage	1
EQUIPM	ENT		ı	ATTACK RO	DLLS & M	ODS	RESI	STANCES	Ų	JTILITY BELT	•
L. Hand:	Staff		v	Veapon Attac	ks:		Burnir	ng 🔳 🗆	1 .	Rod	
R. Hand:				Staff			Frost		 2.	·	
Helmet:				Range: 5 AC	C: 4/5/6	SP-DMG: 2	D6 Poisor	n 🗆 🗆 🗆	□□ 3 .		
Gloves:				Rod			Dissol	ve 🗆 🗆	 4.		
Suit:				Range: 3 AC	C: 4/5/6	SP-DMG: 1	D6 Stun		□□ 5 .	·	
Pants:				Critical Hits I	gnore SP-Ar	mor)	Blind		□□ 6 .		
Boots:			H	IL 1 MOD:			Slow		□□ 7 .		
Ring 1:			H	IL 2 MOD:			Knock	back 🗆 🗆 🗆	□□ 8 .	·	
Ring 2:			H	IL 3 MOD:			AIL	MENTS	9.		
Accessory 2	1. Wand of M	lagic Bolt	+	IL 4 MOD:			Curse:	☐ IIIness: _	10	0	
Accessory 2	2:		H	IL 5 MOD:			Diseas	se: M \square S \square I	F 🗆 Go	old H.	C

			L (HL) will rece	,							<u>0 EXP.</u> TI In addit			-	-							-	
boxes	belov	v and at	ttain Hero	Level &	5, you v	vill be	gin gai	ning Ep	ic Leve	l exper	ience.)												
					HL2						HL3						HL4						HL5
EP	IC L	EVEL	L(EL)	(Same	protoc	ol as a	bove, e	excepty	ou no	longer ;	gain +1 A	Attribut	e Poin	t for ea	nch box	that y	ou fill ir	. <u>You c</u>	nly gair	<u>Level</u>	<u>Award:</u>	<u>s now</u> .)	
					EL1						EL2						EL3						EL4
			When	you f	ill in	the b	ox w	ith HL	. 2 in i	it, you	ı gain H	lero l	_evel	2. <i>(S</i>	ame p	rotod	col ap	plies	for the	e rest	.)		
			POINTS		FC att	ribute	e.)	CI	HARA	CTE	R BAC	KGR	DUNI	T & C	RAIT	S			BA	CKP	ACK	& UN	ITS

TEC & STAT POI	NTS	CHARACTER BACKGROUND & TRAITS	BACKPACK & UNITS				
(Where you keep trac	k of your TEC attribute.)						
TECHNIQUE:		The Sacred 6 met each other at an unkempt cemetery.	1				
		Here, the stars blessed them with the same Soul Purpose.	2				
(Where you spend your S	Stat Points from TEC.)	Each one of them came to the cemetery for their own	3				
Max HP:		reasons; But they left together with a common goal.	4				
Initiative:			5				
Speed:		Saphire is one of these 6.	6				
RAD:			7				
Craft Mastery:		Saphire is a young, wavy-haired sorceress with incredible	8				
Healing Mastery:		talent for her age. She came to the cemetery because she	9				
Spell Mastery:		overheard some townsfolk talking about a mysterious	10				
Armor:		nightglow surrounding the cemetery as of late.					
MAD:			(Alchemical, Material, &				
SP Armor:			Technological Units.)				
Minion Mastery:			4				
Minion Speed:			A.U				
Minion Damage:							
Song Effect:		HYDROMANCER ABILITIES: Deep Freeze, Ice Lance	M.U.				
APPEARANCE &	ALIGNMENT (optional)	SORCERER ABILITIES: Arcane Beam	M.U				
		DEATH D6: (You start with all 4.)	T.U				