S)	Stamina		Mobility		Search		Brawn			Curse Res.		Sales	
II I	2 nd Wind		Sp. Jump		Perception		St. Jump			Will to Live		Bargaining	
	Immune S.		Finesse		Focus		Brutality			Mental Res.		Distract	
7.5	Hit Points	30 / 30	Initiative	3	C. Mastery	1_	Armor	3		SP Armor	1_	Song Effect	1_
21/2	Vitality	60 /60	Speed	6	H. Mastery	_1_	MAD	3		M. Mastery	_1_	M. Speed	1
			RAD	3	SP Mastery	_1_				Resistance	1	M. Damage	1
	EQUIPM	ENT		A	TTACK RO	DLLS & M	ODS		RESIS	TANCES	U ⁻	TILITY BELT	
	L. Hand:	Sword		w	eapon Attac	ks:			Burning	g	1 . <u>4</u>	Air Horn	
	R. Hand:	Sword		Sı	words x 2				Frost		2. <u>/</u>	Air Horn	
	Helmet:			А	CC: 3/4/5/6	DMG:	2D6 + 2D6		Poison		□□ 3. <u>/</u>	Air Horn	
	Gloves:								Dissolv	e	4. <u>4</u>	Air Horn	
	Suit:								Stun			Air Horn	
	Pants:								Blind		□□ 6. <u>\</u>	Wind Charm	

HL 1 MOD:

HL 2 MOD:

HL 3 MOD:

HL 4 MOD:____

HL 5 MOD:

INT

NAME Slyce (The Swordsman) RACE Elf HEIGHT 5'11" WEIGHT 160lbs HL 1 EL 0 TP /

STR

3

SUBCLASS Warrior SOUL PURPOSE LP

WILL

Curse:

Illness:

10. Wind Charm

Knockback

Disease: M \square S \square F \square

Slow

AILMENTS

CHA

7 Wind Charm

8 Wind Charm

9. Wind Charm

Gold H.C.

PRIMARY CLASS Tempest

AGI

CON

Boots:

Ring 1:

Ring 2:

Accessory 1: _____

Accessory 2: ____

HERO LEVEL (HL) (You start the gar	ne at Hero Level 1 and with 0 EXP. The bar below represents your Hero Level exp	perience. For each EXP that you earn, fill		
in 1 box below. You will receive level awards at I	lero Levels 1, 2, 3, 4, and 5. In addition, you will gain +1 Attribute Point for each	box that you fill in. Once you fill in all 24		
boxes below and attain Hero Level 5, you will be	gin gaining Epic Level experience.)			
HL2	HL3 HL4	HL5		
EPIC LEVEL (EL) (Same protocol as a	bove, except you no longer gain +1 Attribute Point for each box that you fill in. Y	ou only gain Level Awards now.)		
EL1	EL2 EL3	EL4		
When you fill in the b	ox with HL 2 in it, you gain Hero Level 2. <i>(Same protocol appli</i>	es for the rest.)		
TEC & STAT POINTS	CHARACTER BACKGROUND & TRAITS	BACKPACK & UNITS		
(Where you keep track of your TEC attribute	.)			
TECHNIQUE:	The Sacred 6 met each other at an unkempt cemetery.	1. Whetstone x 2		
	Here, the stars blessed them with the same Soul Purpose.	2.		
(Where you spend your Stat Points from TEC.)	Each one of them came to the cemetery for their own	3.		

(Where you keep trac	INTS ck of your TEC attribute.)	CHARACTER BACKGROUND & TRAITS	BACKPACK & UNITS
TECHNIQUE:		The Sacred 6 met each other at an unkempt cemetery.	1. Whetstone x 2
		Here, the stars blessed them with the same Soul Purpose.	2
(Where you spend your	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:		Slyce is one of these 6.	6
RAD:			7
Craft Mastery:	00000000	Slyce is a mature and serious elven warrior that fights	8
Healing Mastery:	: 000000000	for pride and glory. He came to the cemetery to honor	9
Spell Mastery:		a fallen warrior. The warrior was his best friend, and the	10
Armor:		only one that could make him laugh.	
MAD:			(Alchemical, Material, &
SP Armor:			Technological Units.)
Minion Mastery:			4
Minion Speed:			A.U
Minion Damage:			
Song Effect:		TEMPEST ABILITIES: Wind Mirror, Press On	
APPEARANCE &	ALIGNMENT (optional)	WARRIOR ABILITIES: Accurate Attacks	M.U
		DEATH D6: (You start with all 4.)	₩ T.U