NAME Salamander (The Shaman) RACE Astral HEIGHT 5'9" WEIGHT 170lbs HL 1 EL 0 TP /												
PRIMARY CLASS Pyromancer SUBCLASS Druid SOUL PURPOSE LP LP												
CON	_1_	AGI	2	INT	4_	STR	_1_	WILL	_1_	CHA	2_	
Stamina		Mobility		Search		Brawn		Curse Res.		Sales		
2 nd Wind		Sp. Jump		Perceptio	n 🗆 🗆 🗆	St. Jump		Will to Live		Bargaining		
Immune S.		Finesse		Focus		Brutality		Mental Res.		Distract		
Hit Points	20 / 20	Initiative	2	C. Master	y <u>4</u>	Armor	_1_	SP Armor	_1_	Song Effect	2	
Vitality	40 / 40	Speed	4	H. Master	y <u>4</u>	MAD	_1_	M. Mastery	_1_	M. Speed	2	
		RAD	2	SP Maste	ry <u>7</u>			Resistance	1_	M. Damage	2	
EQUIPM	ENT			ATTACK F	ROLLS & N	IODS	RESI	STANCES	U.	TILITY BELT		
L. Hand: _	Staff		v	Veapon Atta	icks:		Burnin	g \square	1	Cane		
R. Hand: _				Staff			Frost		□□ 2. <u>_</u>	Everglowing La	mp	
Helmet: _				Range: 5 A	CC: 4/5/6	SP-DMG: 2	D6 Poison		□□ 3	Firecrackers		
Gloves: _				Cane			Dissolv	ve 🗆 🗆	□□ 4	Firecrackers		
Suit: _				Range: 5	CC: 4/5/6	SP-DMG: 2	D6 Stun		□□ 5	Firecrackers		
Pants: _							Blind		□□ 6. <u>-</u>	Firecrackers		
Boots:			н	HL 1 MOD:			Slow		□□ 7	Firecrackers		
Ring 1:			H	HL 2 MOD:			Knock	back 🗆 🗆 🗆	□□ 8			
Ring 2:			H	HL 3 MOD:			AILN	IENTS	9			
Accessory 1	L:		F	HL 4 MOD:			Curse:	☐ Illness: _	10.			
Accessory 2	2:		+	HL 5 MOD:			Diseas	se: M \square S \square	F□ Gol	d H.	C	

HERO LEVEL	(HL) (<u>You</u>	ı start the g	ame at He	ro Level 1	and with	O EXP. The	bar below	v repres	ents yo	our Hero	Level exp	perience.	For each	EXP that	you earn, fill		
in 1 box below. You wil																	
boxes below and attair	n Hero Level	5, you will	pegin gain	ing Epic Le	vel expe	rience.)											
		HL2				HL3			Τ		HL4				HL5		
EPIC LEVEL (E	E L) (Same	protocol as	above, ex	cept you n	o longer	gain +1 At	tribute Poi	nt for e	ach bo	x that yo	u fill in. <u>Y</u>	<u>ou only g</u>	ain Level	Awards n	ow.)		
		EL1				EL2					EL3				EL4		
V	When you	fill in the	box wit	h HL 2 iı	ı it, yo	u gain He	ero Leve	12. (5	ame	protoc	ol appli	ies for t	the rest	-)			
TEC & STAT PO	PINIC			CHAR	ACTE	R BACK	GROUN	ID & 1	CRAIT	ΓS			RACKP	VCK &	UNITS		
(Where you keep tra		TEC attribu	ite.)	CIIAI		it DACK	CROOK						DACKI	ACR &	OMITO		
TECHNIQUE:			,	The 4		rers are a g	roup of v	vavfare	ers tha	nt were		1					
					The 4 Wanderers are a group of wayfarers that were kidnapped and encaged by raiders. Before they were												
(Where you spend you		brought back to the raider's stronghold, a terrible radiation															
Max HP:				storm hit, killing almost everybody and knocking out the													
Initiative:				rest. Once the storm past, the 4 found themselves alone,									-				
Speed:				uninjured, and freed from their cages. They also found that													
RAD:				the stars have now connected their paths, giving them a													
Craft Mastery:				common Soul Purpose.								8					
Healing Mastery	/:											9	.				
Spell Mastery:				Salamander is one of these 4.								1	0				
Armor:																	
MAD:				Salam	ander is	a young r	nan with	an imp	ressiv	e amou	ınt of	(Alchemi	cal, Mate	rial, &		
SP Armor:				wisdom and intuition for his age. He travels the wastelands									Technological Units.)				
Minion Mastery:				to furt	her his	knowledg	e with bo	th liter	ature	and pe	rsonal	4)				
Minion Speed:				experi	ence.							4	A.	u			
Minion Damage:																	
Song Effect:				PYRON	/ANCEI	RABILITIES	S: Flare, R	edflan	ne Bolt	t							
ADDEADANCE	P. ALICNI	MENT/on	tion of)	DRIJID	ARII IT	IES: Fae Fi	re Showe						М.	U			
APPEARANCE 8	x a ligni	wient (op	ional)		, WILII		. 5 5.10440										
				DEAT	Г Н D 6			(You	start v	with all	4.)	Ì	T.I	IJ			