

# Setting Summary

Powers	Dungeons	Contests	Champions	Gifts	Monsters	Wondrous Feats
<i>When the world was new, in the Age of Greatness, the Creator made three Powers to oversee mighty heroes...</i>						
<b>Yarnspinner</b>	Enchanted Forest	Bardic Competitions	Story Finders	Annotated Maps	Witches	Forensics
<b>Achiever</b>	Memorials	Sporting Events	Oathsworn	Passports	Bigbeasts	Animal Styles
<b>Speleoth</b>	Caves	Round Trips	Elementalists	Scene Recorders	Oozes	Movement
<i>The Age of Goodness began when the Creator made Powers to help ordinary people also seek out adventure and challenge...</i>						
<b>Maw Lute</b>	Dragon Lairs	Treasure Hunts	Buskers	Panoplies	Dragons	Music
<b>Little Humble</b>	Isolated Keeps	Wild Hunts	Errants	Serendipity Bags	Bugaboos	Minimalism
<b>Futhorc</b>	Faded Realms	Faded Hunts	Casters	Spell-Scrolls	Echoes	Spell-Scroll Use
<i>In the current age, the Age of Troubles, the Creator made Powers that encouraged and equipped violent people...</i>						
<b>Gnash</b>	Mansions	Last One Standings	Bounty Hunters	Necrotic Weapons	Undead	Pursuit
<b>Voker</b>	Provokings	Revokings	Evokers	Invocations	Convocators	Advocacy
<b>Frosty Kostkey</b>	Ice Fortifications	Zip Tag Games	Remotes	Oversprings	Abominables	Overbearing

# Character Summary

Character name and race:

Player name:

<i>Muscle</i>	<i>Base</i>	<i>Effective</i>	<i>Group</i>	<i>Marvel</i>	<i>Base</i>	<i>Effective</i>	<i>Group</i>
Block/Dodge	_____	_____	_____	Racial Ability	_____	_____	_____
Perception/Escape	_____	_____	_____	Stealth/Track	_____	_____	_____
Acrobatics/Climb	_____	_____	_____	Identify/Lore	_____	_____	_____
Shoot/Throw	_____	_____	_____	Bargain/Wonder	_____	_____	_____
Melee/Bravado	_____	_____	_____	Disguise/Etiquette	_____	_____	_____
Wrestle/Disarm	_____	_____	_____	Animals/Wilderness	_____	_____	_____
				Intuition/Hearthwork	_____	_____	_____
<i>Technology</i>							
Alchemy	_____	_____	_____				
Chemistry	_____	_____	_____				
Machinery	_____	_____	_____				
Transmutery	_____	_____	_____				

*Reduce ranged attacks by \_\_\_\_*  
*May ignore \_\_\_\_ group members*  
*Speed increases by \_\_\_\_ (÷2 squares)*  
*Point blank range is \_\_\_\_ (×3 squares)*  
*Attacks injure \_\_\_\_ more opponents*  
*Can endure \_\_\_\_ more major losses*  
*Identifying potions has \_\_\_\_ skill*  
*Golems have \_\_\_\_ possible skill*  
*\_\_\_\_ Spot bonus & duration multiplier*  
*Works at a distance of \_\_\_\_ meters*

*Shadow use increases by \_\_\_\_*  
*Herbs heal \_\_\_\_ times faster*  
*Wondrous feats have \_\_\_\_ skill*  
*Vocal mimicry has \_\_\_\_ skill*  
*Animal control has \_\_\_\_ skill*  
*Fast talking lasts \_\_\_\_ hours*

Easy to use items are used after Muscle skills category.  
 Items that require dexterity only are used after Marvel skills category.  
 Items that require concentration are used after Technology skills category.

Character description, background, inventory, known recipes, special abilities, unusual qualities, and other notes:

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