

Character Name: Cyrus Rassam

Player Name: Todd

Path: Adept Level: 6

Bloodline: Blood of the South Level Title: Grand Master

Gender: Male Age: 22 Height: 6 Weight: 200

Skin color: Black Hair color: Black Eye color: Brown

# Legends

## CHARACTER SHEET

### PHYSICAL ATTRIBUTES

### MENTAL ATTRIBUTES 38

### STATISTICS

### HEALTH AND POWER RATINGS

STRENGTH	
6	MOD +1
AGILITY	
7	MOD +2
ENDURANCE	
6	MOD +1
PRESENCE	
3	MOD -2

KNOWLEDGE	
3	MOD -2
INTUITION	
7	MOD +2
WILLPOWER	
6	MOD +1
CHARISMA	
3	MOD -2

INITIATIVE	
+7	
RESISTANCE	
+8	
FORTITUDE	
+10	
# OF PARRY	
5	

MOVE	
6	
REPUTATION	
20	
STATUS	
0	
FATE POINTS	
3	

HEALTH POINTS	FATIGUE	POWER POINTS
32	6	32

HEALTH	
POD	
42	

ARMOR	
AR	TYPE

### SKILL LISTING

### RANK

### ATT MOD

### 2ND MOD

### TOTAL BONUS

### LANGUAGES

### LIT

Nature - Desert	+1	+2		+3	Arcacian	[ ]
Perception	+2	+2		+4	Zephyrian	[ ]
Stealth	+1	+2		+3		[ ]
Acrobatics	+2	+2	+1	+5		[ ]
Focusing (foci +1)	+1	+2	+1	+4		[ ]
Martial Arts	+5	+2	+2	+9		[ ]
Dodge	+3	+2	+2	+7		[ ]
Thievery	+1	+2		+3		[ ]
						[ ]
						[ ]
						[ ]
						[ ]
						[ ]
						[ ]
						[ ]
						[ ]

WEAPON	TO HIT	PARRY	DAMAGE	MAX DMG	RANGE/NOTES
Unarmed	9	9	1d8+6		1d8+11 with Focus Kai and Strength Boost
Unarmed Second Attack	7	7	1d8+6		1d8+11 with Focus Kai and Strength Boost
Parry Missles		7			11+4 with Circle of Defense

**COMPANIONS**

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**CONTACTS**

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**NOTES**

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**PATRON/RELIGION**

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**FAMILY/GROUP AFFILIATIONS**

Eight horizontal lines for text entry.

**BLOODLINE ABILITIES**

DR 5 Against Heat

Magic Resistance DR5/+2 Resist

Dowsing

**COST**

1

2

1

**PATH BONUS/DEVOTIONAL ABILITIES**

+1 to Hit and Damage with unarmed combat

**COST****EDGES**

Acrobatic: +1 Dodge/+1 Acrobatics

Combat Reflexes: +3 Initiative

Strong Bloodline: +3 Sickness/Disease/Racial Language

**COST**

1

1

1

**FLAWS & STRICTURES**

Susceptible to Cold

Branded-Slave: Brand on His Right Cheek

Out for Justice: Sultan of Qadir (Mstr of the Mine)

**COST**

1

2

2

**TALENTS**

Snake Form Martial Arts:+2 ini/+1 Dam/1d8 dam

+1hit/12 or Better Ignore AR

Power Hardening: +1/+2/+3/+4 PP

Battle Hardening:+1/+2/+3/+4 HP

Unarmed Alacrity: Extra attack per round -2

Unarm Spec: +3 Damg/no crit fail/parry weapons

Parry Missles: -2 to Parry

Parry Riposte:Atk of Opp if beat Oppon roll by 4

**RANK**

5

4

4

4

5

2

3

**TALENTS (CONT.)**

Parry Specialization:

No Crit/+1 Action/Parry Adjacent/+1 Action

**RANK**

4

**MAGIC**

Burst of Speed

Circle of Defense

Distance Strike

Focus Kai

Quivering Palm

Boost Strength

Vision

Unknown (8 points)

**ACT**

S

S

S

S

**PWL**

2

4

3

4

2

1

2

**CST**

instant

instant

instant

instant

1 rnd

**RNG**

self

self

by level

self

**DUR**

instant

1 minute

instant

1 minute

**DESCRIPTION**

12 Move

+1 Parry/Lvl-8 defensive actions

10 ft Strike/Lvl

+1 Damage/Lvl

Takes Target to 0 HP -4 TL

+1 Str/Lvl

Nightvision

**CMP**

