

Attributes

40

/

40

spent

total

	score	cost	dice
Physical			
Agility	0	0	-
Fortitude	2	3	1d6
Might	3	6	1d8
Mental			
Learning	2	3	1d6
Logic	0	0	-
Perception	1	1	1d4
Will	1	1	1d4
Social			
Deception	0	0	-
Persuasion	0	0	-
Presence	1	1	1d4
Extraordinary			
Alteration	0	0	-
Creation	5	15	2d6
Energy	0	0	-
Entropy	0	0	-
Influence	0	0	-
Movement	0	0	-
Prescience	4	10	1d10
Protection	0	0	-

Player Name

Cleric

Archetype

Cyril Brightmorn

Character Name

Level

Experience

1

0

Description



Guard

Agility

Might

Armor

Feats

16

3

3

0

10

Legend

Hit Points

Max

18

2 x (Fort+Will+Presen)+10

Lethal

Current

Toughness

Fortitude

Will

Feats

13

2

1

0

10

Wealth

2

Resolve

Presence

Will

Feats

12

1

1

0

10

Speed

30

Initiative

d20

Advantage

3

Perks

Divine Agent

Divine Insight

Flaws

Phobia

Honest

Feats

6

/

6

spent

total

Name	cost
Extraordinary Healing	3
Lightning Reflexes I	1
Hospitaler	2

Actions

Name	Attribute	vs	Target	Special
Halt before the Light Bringers Gaze! (Immobile)	Creation	vs	Toughness	
Back I say! (shield bash - Forced move)	Might	vs	Guard	
You stand before the light! (Blinded)	Creation	vs	Guard	
		vs		
		vs		
		vs		

Preferred Boons	Attribute	PL	Time	Duration
Aura	Creation	4	1 Major Action	Sustain Persists
Heal	Creation	5	1 Major Action	Instantaneous
Restoration	Creation	5	1 Major Action	Instantaneous
Light	Creation	5	1 Minor Action	Sustain Persists

Equipment

Additional Notes