Name: Exaltation: Aspect:								Limit		/10		BP Budget				
	Dragon-Blooded			y, Abigail, Ahri)				Lillix		710		30	free with chargen			
-	Wood	(COOKSITY)										-2	Archery 3 to 5			
												-10	Essence 3 to 4			
otivation:	Train an army from	m commoners ar	nd tribalists as a P	roof-Of-Concept								-10	2 Aspect/Favored	d Charms		
nic Anima:												-1	Willpower 6			
												-7	Additional backgr	rounds (from 15	to 23 dots)	
Virtues:	Willpower	Compassion	Conviction	*Temperance	Valor			Temporary wp	Permanent wp			0			T,	
		2	2	3	2			6	6			-				
		0	0	0	0	Channels Spent			-							
		Ü		, ,		опапною орене										
Attributes:	Strength	Dexterity	Stamina	Charisma	Manipulation	Appearance	Perception	Intelligence	Wits							
Attributes.	2	5	4	2	2	3	4	2	3							
			-	-		- 3										
Essence:	Permanent	Personal	ersonal Peripheral			Anima										
Essence.	4	(12 + 0) / 12	(20 + 10) / 30			) /16										
	-	(12 - 0)7 12	(20 : 10)7 30		-	710										
		12	30	Totals												
		0	10	Committed												
		0	0	Spent												
		U	U	орен												
	Mote Recovery		_	From		wp Recovery			From							
	Mote Recovery	Motes 4 or 8	Rate	Base		wp Recovery	Willpower Roll Conviction	Rate Night's Sleep	Base							
		4 OF 8		Stone in Hearth	otono Amulot		Roll Conviction	Night's Sieep	Base							
		U	hourly	Stone in Hearth	stone Amulet											
Abilities:	Skill	n	0				A A A Al	Desferred f	Olds Own had							
Abilities:		Dots	Speciality			Aspect:		ne, Performance, F	ade, Survivai							
	Archery	5	(Sniping +1)			Favored:	Awareness, Dod	ge, investigation								
	Athletics	3		- 43												
?		3	(Ranged Attacks	+1)												
	Bureaucracy	1														
	Craft															
?	5-	3														
	Integrity	1	(Tourist )													
?	Investigation	3	(Tracking +1)													
	Larceny	_	at-e		Distant Ser	Land To	Landar Collection									
	Linguistics	3	(Native: Riversp	eak (Lookshyan I	Jialect), Others: Fr	orest-Tongue, Low R	ealm, Old Realm)	1								
	Lore	3														
	Martial Arts	2	(O- #- 5	14 . 4)												
!		3	(On the Battlefie	ıa +1)												
	Melee	2														
	Occult															
	Performance	1														
	Presence	1														
	Resistance															
	Ride	1														
	Sail															
	Socialize	1														
	Stealth	3														
!	Survival	3														
	Thrown															
	War	2														
Mutations,																
Merits and Flaws:	Points	Name														
riaws:	0	None														
	-															
ackgrounds:	Background	Dots	Details													
iongrounds.	Ally	1		an Lookshvan D	ragon-Blooded spi	otter)		Statblock?	i e							
	Ally	1				-Blooded with firewan	nde)	Statblock?								
	Artifact	3				et, •• Sharpshooter A		CILILDICOK:	1							
	Arsenal	3			the standard equip											
	Breeding	2														
	Connections	1 (Special Operations Unit D.Y.N.			)											
		1 (Special Operations Unit D.Y.N.t			How about adult	t-human intelligence	as one power, tele	epathy as the othe	r: to strangers wit	h a shared langua	ge out to 100 yar	ds				
	Familiar	3 (Hawk with strange markings)			(hawk can't quite	e produce coherent s	peech, but can of	ten trick people int	to thinking it can b	y making noise ar	nd sending meani	ng at the same ti	me)			
	Family				and to master out to a hundred miles, shared senses and putation for trolling, humor, general mischief, +2 to releva			Figure out Gens		al penalty per mil	e rather than a st	narp cutoff.				
	1 citility			roduces a Blood		ng, namor, general n	lisciller, 12 to rele	svarit rolls)	i iguie out Gella	Ivallic						
	Manco			Toddces a blood	storie											
	Manse	3	(vvater-aspect, p													
	Manse Resources	3	(water-aspect, p													
Charme	Resources				Coet	Type	Duration	Combo?	Kovavorde	Notes						
Charms:			Name		Cost	Type Reflexive (Step 1	Duration	Combo?	Keywords	Notes						
Charms:	Resources	3		lency	Cost 2m per success	Reflexive (Step 1 for attacker, Step 2		Combo?	Keywords	Notes  1 Auto-success p	er 2 motes					
Charms:	Resources	3 Seco	Name and Archery Excel		2m per success	Reflexive (Step 1 for attacker, Step 2 for defender)	Instant	Combo-OK	-	1 Auto-success p						
Charms:	Resources	3 Seco	Name		2m per success 1m per 2 dice +	Reflexive (Step 1 for attacker, Step 2 for defender)		0	-	4 4						
Charms:	Resources	3 Seco	Name and Archery Excel	rcement	2m per success 1m per 2 dice + 1m per subject	Reflexive (Step 1 for attacker, Step 2 for defender)	Instant One scene	Combo-OK	Touch, War	1 Auto-success p	all allies					
Charms:	Resources	3 Seco	Name and Archery Excel	rcement	2m per success 1m per 2 dice +	Reflexive (Step 1 for attacker, Step 2 for defender)	Instant	Combo-OK	Touch, War Elemental, Leader,	1 Auto-success p	all allies	by 2L				
Charms:	Resources	3 Seco	Name and Archery Excel rial Archery Reinfo	Wood)	2m per success 1m per 2 dice + 1m per subject	Reflexive (Step 1 for attacker, Step 2 for defender) Simple	Instant One scene	Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the da	all allies					
Charms:	Resources	Seco Terrestr Drago	Name and Archery Excel rial Archery Reinfo	Wood)	2m per success 1m per 2 dice + 1m per subject 1m	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental	Instant One scene Instant Instant	Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5	1 Auto-success p	all allies mage of the arrov Essence] arrows					
Charms:	Resources	Secondary Second	Name ond Archery Excel rial Archery Reinfor on-Graced Arrow ( Illows Defend The tragonfly Finds Ma	Wood) Nest	2m per success  1m per 2 dice + 1m per subject  1m  1m per arrow 1m	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5)	Instant One scene Instant Instant	Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v	all allies mage of the arrov Essence] arrows vith arrows					
Charms:	Resources	Secc Terrestr Dragc Swa	Name and Archery Excel rial Archery Reinfo an-Graced Arrow ( allows Defend The aragonfly Finds Ma arvest of the Hun	Wood) Nest	2m per success  1m per 2 dice + 1m per subject  1m  1m per arrow 1m 2m	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple	Instant One scene Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v Create arrows fro	all allies mage of the arrov Essence] arrows vith arrows m plant life	at once	cost to curve arrow	's trajectory mi <sup>st</sup> .	-flight with penaltural	r to aim
Charms:	Tree Archery	Secondaria	Name ond Archery Excel ial Archery Reinfo on-Graced Arrow ( illows Defend The iragonfly Finds Ma larvest of the Hun batructed Archer's	Wood) Nest ate ter s Aim	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5)	Instant One scene Instant Instant Instant Instant Instant	Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader Leader Leader 4	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows in Create arrows for Wallhack through	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects.	at once	cost to curve arrow			
Charms:	Resources	Secondaria	Name and Archery Excel rial Archery Reinfo an-Graced Arrow ( allows Defend The aragonfly Finds Ma arvest of the Hun	Wood) Nest ate ter s Aim	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple	Instant One scene Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader Leader Leader 4	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows in Create arrows for Wallhack through	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects.	at once	cost to curve arrow			
Charms:	Tree Archery	Secondaria	Name ond Archery Excel ial Archery Reinfo on-Graced Arrow ( illows Defend The iragonfly Finds Ma larvest of the Hun batructed Archer's	Wood) Nest ate ter s Aim	2m per success  1m per 2 dice + 1m per subject  1m  1m per arrow  1m  2m  4m + 1wp	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3)	Instant One scene Instant Instant Instant Instant Instant Instant	Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader Leader 4 Social	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows in Create arrows for Wallhack through	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects.	at once				
Charms:	Resources  Tree  Archery  Linguistics	Secondary Second	Name ond Archery Excel rial Archery Reinfo on-Graced Arrow ( Illows Defend The ragontly Finds Ma tarvest of the Larvest of the Archer's Carried Word Tec	Wood)  Nest atte ter s Aim	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance *	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple	Instant One scene Instant Instant Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader - Leader 4 Social Cooperative, Elemental,	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v Create arrows for Wallhack through Sending to any c	all allies mage of the arrow Essence] arrows rith arrows m plant life wooden objects. naracter [Perman	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Tree Archery	Secondary Second	Name ond Archery Excel ial Archery Reinfo on-Graced Arrow ( illows Defend The iragonfly Finds Ma larvest of the Hun batructed Archer's	Wood)  Nest atte ter s Aim	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3)	Instant One scene Instant Instant Instant Instant Instant Instant	Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK  Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader,	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows in Create arrows for Wallhack through	all allies mage of the arrow Essence] arrows rith arrows m plant life wooden objects. naracter [Perman	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree Archery  Linguistics	Sector Terrestr Dragge Swae L H Unc	Name ond Archery Excel dial Archery Reinfor on-Graced Arrow ( dillows Defend The traggorfly Finds Ma tarvest of the Hun bistructed Archer's Carried Word Tece ental Bolt Attack (	Wood)  Nest stee ter s Aim hnique	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L *	Reflexive (Step 1 for attacker. Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple	Instant One scene Instant Instant Instant Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader  Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v Create arrows fr Wallhack through Sending to any c Magic Missile (at	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree  Archery  Linguistics	Secondary Second	Name  Name  Archery Excel  ial Archery Reinfc  on-Graced Arrow (  inlows Defend The  ragontly Finds Mi  arvest of the Hun  bistructed Archer's  Carried Word Tec  ential Boil Atlack (  ction-Banishing P	Wood)  Nest teter teter s.Alm hnique	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 2m 4m + 1wp 1m per message, plus distance * 1m per 2L *	Reflexive (Step 1 for attacker, Step 2 for defender) 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Simple Reflexive (Step 3)	Instant One scene Instant Instant Instant Instant Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader  Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v Create arrows for Wallhack through Sending to any c	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree Archery  Linguistics	Secondary Second	Name ond Archery Excel dial Archery Reinfor on-Graced Arrow ( dillows Defend The traggorfly Finds Ma tarvest of the Hun bistructed Archer's Carried Word Tece ental Bolt Attack (	Wood)  Nest teter teter s.Alm hnique	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 2m 4m + 1wp 1m per message, plus distance * 1m per 2L *	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Reflexive (Step 3)	Instant One scene Instant Instant Instant Instant Instant Instant Instant Instant Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader  Leader 4 Social Cooperative, Elemental, Leader, Obvious Touch	1 Auto-success p Touch spell: buff Increases the dai Fire [Permanent Counter arrows v Create arrows fr Wallhack through Sending to any c Magic Missile (at	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree Archery  Linguistics Lore Medicine	Secondary Second	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	Wood)  Nest stee teer s Aim hnique  Wood)	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 2m 4m + 1wp 1m per message, plus distance * 1m per 2L *	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Reflexive (Step 1 for attacker, Step 2 for defender)	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree Archery  Linguistics Lore Medicine	Secondary Second	Name  Name  Archery Excel  ial Archery Reinfc  on-Graced Arrow (  inlows Defend The  ragontly Finds Mi  arvest of the Hun  bistructed Archer's  Carried Word Tec  ential Boil Atlack (  ction-Banishing P	Wood)  Nest stee teer s Aim hnique  Wood)	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Reflexive (Step 1) Simple Fetexive (Step 1) Fetexive (Step 2)	Instant One scene Instant	Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dan Fire [Permanent Counter arrows v Create arrows for Wallhack through Sending to any c Magic Missile (at Disinfects and se	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree Archery  Linguistics Lore Medicine	Secondary Second	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	Wood)  Nest stee teer s Aim hnique  Wood)	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Reflexive (Step 1 for attacker, Step 2 for defender)	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
	Resources  Tree  Archery  Linguistics  Lore  Medicine  Suvival	Section Drago	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	vood)  Nest tate ter Aim hnique  Wood)  Trana wood)  Trana wood)	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Simple Simple Simple 1 for attacker (Step 1 for attacker) 1 for attacker (Step 2 for attacker) 1 for attacker (Step 2 for attacker) 1 for attacker (Step 3 for attacker) 1 for attacker (Step	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
	Resources  Tree Archery  Linguistics Lore Medicine Suvival	Sector	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	wood) Nest tate ter ter A Aim hnique Wood) rrana ency Name	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Felfexive (Step 3) For attacker, Step 2 for defender) Permanent In melemental surch Cost	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Charms:	Resources  Tree  Archery  Linguistics  Lore  Medicine  Suvival	Sector	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	vood)  Nest tate ter Aim hnique  Wood)  Trana wood)  Trana wood)	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Simple Simple Simple 1 for attacker (Step 1 for attacker) 1 for attacker (Step 2 for attacker) 1 for attacker (Step 2 for attacker) 1 for attacker (Step 3 for attacker) 1 for attacker (Step	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree  Archery  Linguistics  Lore  Medicine  Suvival	Section Sectin Section Section Section Section Section Section Section Section	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	wood) Nest tate ter ter A Aim hnique Wood) rrana ency Name	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Felfexive (Step 3) For attacker, Step 2 for defender) Permanent In melemental surch Cost	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree  Archery  Linguistics  Lore  Medicine  Suvival	Sector	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	wood) Nest tate ter ter A Aim hnique Wood) rrana ency Name	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus distance * 1m per 2L * 1m 1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Felfexive (Step 3) For attacker, Step 2 for defender) Permanent In melemental surch Cost	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree  Archery  Linguistics  Lore  Medicine  Suvival  Circ  Not	Sector Terrests  Drago: Swe C H Undo Wind- Elem Infe Fin Na	Name  nd Archery Excel ial Archery Reinfe on-Graced Arrow (  little Archery Reinfe on-Graced Arrow (  little Archery Finds M arrest of the Hun bestructed Archer Carried Word Tec ental Bolt Attack (  ction-Banishing P  st Survival Excelle	wood) Nest tale ter ter A Aim hnique Wood) wanaa wana None None	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus 1m per 2L * 1m 1m per 2 dice + - * charm incurs a	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Felfexive (Step 3) For attacker, Step 2 for defender) Permanent In melemental surch Cost	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ. No:	Sector Terrests  Dragge Swam Line H Und Wind- Elem Infe Fin Na	Name  nd Archery Excel tal Archery Reinfic nn-Graced Arrow ( illiows Defend The ragonthy Finds Mi naves of the Hun bestructed Archer's Carried Word Tec ental Boit Attack ( ction-Banishing P st Survival Excelle ture's Healing Boo	wood) Nest tele ter s Aim hnique Wood) rrana uncy unty Name None	2m per success 1m per 2 dice + 1m per subject 1m 1m per subject 1m 2m 2m 4m + twp 1m per sussage, plus distance * 1m per 2L * 1m 1m per 2 dice - *charm incurs a	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 1) Simple Simple Simple Simple Simple To attacker, Step 2 for defender) Permanent 1 m elemental surch Cost 0	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ Nor rocedures: Dodge DV	Sector Terrests  Drago: Swe C H Undo Wind- Elem Infe Fin Na	Name  nd Archery Excel tal Archery Reinfic nn-Graced Arrow ( illiows Defend The ragonthy Finds Mi naves of the Hun bestructed Archer's Carried Word Tec ental Boit Attack ( ction-Banishing P st Survival Excelle ture's Healing Boo	wood) Nest tale ter ter A Aim hnique Wood) wanaa wana None None	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus 1m per 2L * 1m 1m per 2 dice + - * charm incurs a	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Felfexive (Step 3) For attacker, Step 2 for defender) Permanent In melemental surch Cost	Instant One scene Instant	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells: aumaturgy P	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ. No:	Sector Terrests  Dragge Swam Line H Und Wind- Elem Infe Fin Na	Name  nd Archery Excel tal Archery Reinfic nn-Graced Arrow ( illiows Defend The ragonthy Finds Mi naves of the Hun bestructed Archer's Carried Word Tec ental Boit Attack ( ction-Banishing P st Survival Excelle ture's Healing Boo	wood) Nest tete ter A Jam A Mood) Wood) Wood) Wood) Wood) Wood) Wood Wood	2m per success 1m per 2 dice + 1m per subject 1m 1m per subject 1m 2m 2m 4m + twp 1m per sussage, plus distance * 1m per 2L * 1m 1m per 2 dice - *charm incurs a	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 1) Simple Simple Simple Simple Simple To attacker, Step 2 for defender) Permanent 1 m elemental surch Cost 0	Instant One scene Instant Inst	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ. No:	Sector Terrests  Dragge Swam Line H Und Wind- Elem Infe Fin Na	Name  Ind Archery Excel  ial Archery Reinfic  on-Graced Arrow ( iillows Defend The  ragonthy Finds M.  marvest of the Hunb  bstructed Archer's  Carried Word Tec  ential Boit Attack (  ction-Banishing P  at Survival Excelle  ture's Healling Bor  elfow	wood) Nest tale ter ter A Alm hnkque  Wood)  Wood)  Trana  Name None  Dodge MDV Parry MDV  Soak	2m per success 1m per 2 dice + 1m per subject 1m 1m 1m 1m 2m 2m 4m + 1wp 1m per message, blus distance * 1m per 2L * 1m 1m per 2 dice - * charm incurs a	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 5) Simple Simple Simple Reflexive (Step 1 for attacker, Step 2 for defender) Permanent 1 m elemental surch Cost 0	Instant One scene Instant Inst	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree  Archery  Linguistics  Lore  Medicine Suvival  Circ. No.  Procedures:  Dodge DV Parry DV	Sector Terrests  Dragot  Swe C  H  Uncon  Wind-  Elem  Infe  Fin  Na  Na  See weapons. b.	Name  nd Archery Excel ial Archery Reinfor on-Graced Arrow ( illows befend The ragontly Finds Mi arvest of the Hun betructed Archer's Carried Word Tec ental Bolt Attack ( ction-Banishing P st Survival Excelle ture's Healing Bol ellow  Bashing	wood) Nest tale ter ter A Alm hnique Wood)  Name None  None  Dodge MDV Parry MDV Soak Lethal	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus 1m per 2L * 1m 2m 2m	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Simple Simple Simple Cost Of defender Of the defender of the step 1 for attacker, Step 2 for defender of the step 2 for defender of the step 2 for defender of the step 3 for defender of the step 3 for defender of the step 3 for defender of the step 4 fo	Instant One scene Instant Inst	Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ Nor  Procedures:  Dodge DV Parry DV	Sector  Sector	Name  nd Archery Excel tal Archery Reinfic on-Graced Arrow ( illiows Defend The rapportly Finds Mi anvest of the Hun bstructed Archer's Carried Word Tec ental Bolt Attack ( ction-Banishing P st Survival Excelle ture's Healing Bo	wood) Nest tete ter ter A Jam None  Wood)  Name None  Dodge MDV Parry MDV  Soak Lethal 2	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + twp 1m per message, but 1im per 2L * 1m per 2L * 1 m 1m per 2 dice - * charm incurs a  Aggravated 0	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for attacker, Step 2 simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Reflexive (Step 1) To attacker, Step 2 for defender) Permanent I'm elemental surch Cost 0  (w/ Investigation)  Bashing 0	Instant One scene Instant Inst	Combo-OK  Aggravated	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree Archery  Linguistics  Lore  Medicine Suvival  Cir Nor  rocedures:  Dodge DV Parry DV  Nata	Sect Terrests Dragc Swe Dragc Swe Dracc H Unch Vind- Elem Fire Na Lete None 6 See wespons, b	Name  nd Archery Excel ial Archery Reinfo en-Graced Arrow ( illows Defend The ragontly Finds M. larvest of the Hun bestructed Archer's Carried Word Tec ental Bolt Attack ( cution-Banishing P st Survival Excelled ture's Healling Bol  elow  Bashing 4  +4	vocement Wood) Nest tote ter Aim hnique Wood) vrana Name None  Dodge MDV Parry MDV Soak Lethal 2 +6	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 2m 4m + 1wp 1m per message, just 1m per 2L * 1m 2m 2c + 2d +	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 5) Simple Simple Simple Simple Simple Of the Simple Simp	Instant One scene Instant Inst	Combo-OK Ombo-OK Combo-OK Combo-OK Combo-OK	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree Archery  Linguistics Lore Medicine Suvival  Circ Nor  Procedures:  Dodge DV Parry DV	Sect Terrests Dragc Swe Dragc Swe Dracc H Unch Vind- Elem Fire Na Lete None 6 See wespons, b	Name  nd Archery Excel tal Archery Reinfic on-Graced Arrow ( illiows Defend The rapportly Finds Mi anvest of the Hun bstructed Archer's Carried Word Tec ental Bolt Attack ( ction-Banishing P st Survival Excelle ture's Healing Bo	wood) Nest tete ter ter A Jam None  Wood)  Name None  Dodge MDV Parry MDV  Soak Lethal 2	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + twp 1m per message, but 1im per 2L * 1m per 2L * 1 m 1m per 2 dice - * charm incurs a  Aggravated 0	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for attacker, Step 2 simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Reflexive (Step 1) To attacker, Step 2 for defender) Permanent I'm elemental surch Cost 0  (w/ Investigation)  Bashing 0	Instant One scene Instant Inst	Combo-OK  Aggravated	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious	1 Auto-success p Touch spell: buff Increases the dal Fire [Permanent Counter arrows fc Wallhack through Sending to any c Magic Missile (at Disinfects and se 2 extra rolls per ri	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells: numaturgy P lefences:	Resources  Tree  Archery  Linguistics  Lore  Medicine Suvival  Circ. No.  roccedures:  Dodge DV Parry DV  Nata. Shapshoo	Sector Terrests  Dragge Swe C C C C C C C C C C C C C C C C C C C	Name  Ind Archery Excel  Ital Archery Reinfic  Ind Fraced Arrow (  Indicate of the Arrow (  Indi	wood) Nest tee tee A Aim hnique Wood)  Name None  Name None  Dodge MDV Parry MDV  Soak Lethal 2 46 8	2m per success 1m per 2 dice + 1m per subject 1m 1m 1m per arrow 1m 2m 4m + 1wp 1m per suspect 1m per 2L * 1m 1m per 2L * 2m 1m per 2 dice - *charm incurs a  Aggravated 0 0 0	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 5) Simple Simple Simple Simple Of the Simple Reflexive (Step 1) Simple Reflexive (Step 1) For attacker, Step 2 for defender) Permanent 1 m elemental surch Cost 0 (w/ Investigation) Bashing 0 +3 3	Instant One scene Instant Inst	Combo-OK  Aggravated 0 0 0	Touch, War Elementa, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Leader, Obvious Touch	1 Auto-success process	all allies mage of the arrow Essence] arrows rith arrows rith arrows m plant life wooden objects. narracter (Perman hiletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells: umaturgy P	Resources  Tree Archery  Linguistics  Lore  Medicine Suvival  Cir Nor  rocedures:  Dodge DV Parry DV  Nata	Sector  Terrests  Dragot  Swe  L  H  Uncn  Wind-  Elem  Infe  Firr  Na  Name	Name  nd Archery Excel ial Archery Reinfo on-Graced Arrow ( illious Defend The ragontly Finds M arvest of the Hun bestructed Archer's Carried Word Tec ental Bolt Attack ( cition-Banishing P at Survival Excelled uture's Healing Bol  ellow  Bashing 4 4 8 Speed	wood) Nest tote ter Aim hnique Wood) Name None None Dodge MDV Parry MDV 2 4-6 8 Accuracy	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus 1m per 2L * 1m 2m 2m 4m + 2D 1m per 2L * 3m 2m 4m + 3m 3m 4m + 3m 3m 4m 5m 6m	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 5) Simple Simple Simple Simple Simple Of the Simple Simp	Instant One scene Instant Inst	Combo-OK  Aggravated 0 0 0 Rate	Touch, War Elemental, Loader, Codous, Leader & Codous Leader & Leader & Leader & Cooperative, Elemental, Loader, Touch Touch Touch	1 Auto-success process to success process to success process the auto-counter arrows for Wallmack through Sending to any or Magic Missile (at Disinfects and see 2 extra rolls per r Increase Medicin	all allies mage of the arrow Essence] arrows with arrows m plant life wooden objects. haracter [Perman heletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells:	Resources  Tree  Archery  Linguistics  Lore  Medicine Suvival  Circ. No.  roccedures:  Dodge DV Parry DV  Nata. Shapshoo	Sector Terrests  Dragge Swe C C C C C C C C C C C C C C C C C C C	Name  Ind Archery Excel  Ital Archery Reinfic  Ind Fraced Arrow ( Indicate of the Arrow ( Indicate of the Human  I	wood) Nest tete ter shall wood) wood	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + two im per sasage, flux 1m per 2L * 1m 1m per 2 dice - 1m 2m 3m 4m + two 1m per 2L * 3m 4m + two 3m 4m + two 3m 4m + two 4m 5m 5m 3  Aggravated 0 0 0 Damage +08	Reflexive (Step 1 for attacker, Step 2 for attacker, Step 2 for attacker, Step 2 for attacker, Step 2 supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 3) Simple Simple Simple Simple Simple Reflexive (Step 3) To attacker, Step 2 for defender)  ### Cost 0    William   Willi	Instant One scene Instant Inst	Combo-OK  Augustated O O O Rate	Touch, War Elemental, Leader, Obvious Leader 5 Leader 4 Social Cooperative, Elemental, Leader, Obvious Touch  — — — — — — — — — — — — — — — — — —	1 Auto-success process	all allies mage of the arrow Essence] arrows rith arrows rith arrows m plant life wooden objects. narracter (Perman hiletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			
Spells: umaturgy P	Resources  Tree  Archery  Linguistics  Lore  Medicine Suvival  Circ. No.  roccedures:  Dodge DV Parry DV  Nata. Shapshoo	Sector  Terrests  Dragot  Swe  L  H  Uncn  Wind-  Elem  Infe  Firr  Na  Name	Name  nd Archery Excel ial Archery Reinfo on-Graced Arrow ( illious Defend The ragontly Finds M arvest of the Hun bestructed Archer's Carried Word Tec ental Bolt Attack ( cition-Banishing P at Survival Excelled uture's Healing Bol  ellow  Bashing 4 4 8 Speed	wood) Nest tote ter Aim hnique Wood) Name None None Dodge MDV Parry MDV 2 4-6 8 Accuracy	2m per success 1m per 2 dice + 1m per subject 1m 1m per arrow 1m 2m 4m + 1wp 1m per message, plus 1m per 2L * 1m 2m 2m 4m + 2D 1m per 2L * 3m 2m 4m + 3m 3m 4m + 3m 3m 4m 5m 6m	Reflexive (Step 1 for attacker, Step 2 for defender) Simple Supplemental Extra Action Reflexive (Step 5) Simple Reflexive (Step 5) Simple Simple Simple Simple Of the Simple Simp	Instant One scene Instant Inst	Combo-OK  Aggravated 0 0 0 Rate	Touch, War Elemental, Loader, Codous, Leader & Codous Leader & Leader & Leader & Cooperative, Elemental, Loader, Touch Touch Touch	1 Auto-success process to success process to success process the auto-counter arrows for Wallmack through Sending to any or Magic Missile (at Disinfects and see 2 extra rolls per r Increase Medicin	all allies mage of the arrow Essence] arrows rith arrows rith arrows m plant life wooden objects. narracter (Perman hiletics or archery als wounds. Does	Extra willpower ent Essence*100	l] feet away, range			

		Traveller's Staff	5	2	+5B	2	5	2	Str ••	2, M, R					
	Melee	Name	Speed	Accuracy	Damage	Defense	Parry DV	Rate	Minimums	Tags	Notes				
		Traveller's Staff	5	2	+5B	2	5	2	Str ••	2, M, R					
	Thrown	Name	Speed	Accuracy	Damage	Rate	Range	Minimums	Tags	Notes					
						Rate	_		_	Notes					
	Archery	Name	Speed	Accuracy	Damage	Rate	Range	Max Strength	Tags						
		Onslaught	5 +3		Bolt +12/special	2	300		2, B, O	Fires bolts of essence, reloads itself automatically					
		Crossbow	5	+3	Buil + 12/special	2	300	-	2, 5, 0	Minimum damage is equal to the rating of the socketed hearthstone Not eligible for MM bonuses or other templates					
		Blunt Crossbow	_	_	2B	_	-	_	-			- temperates			
		Bolts	-	-	20	-	-	-	-						
		Fletchette	-	-	4L	-	_	_	-						
		Crossbow Bolts Armor Piercing													
		Crossbow Bolts	-	-	0L	-	-	-	-						
Intimacies:	Quil	bject	Emotional Cont	nvt											
2/8	D.Y.N.E. Squadron		(Camaraderie)	JAL .											
20		wn Nutters	(Teacher's Pride)												
	WIIIU-DIO	wii Nutters	(leachers Filde)												
Persistent					Additional										
Bonuses and	Dice Pool	Number	Sou	rce	Details										
Penalties:															
Other:															

Health Boxes	Essence Comm	itments			Total Personal	Total Peripheral	Heathstones		
-0					0	10			
-1	Anima	Duration	Personal Motes	Peripheral Motes			Socket	Rating	Name
-1		Scene	0	0	Wood Aspect Anima (5m)		Onslaught Crossbow	3	Bloodstone
-2							Jade Hearthstone Amulet		
-2	Artifacts	Duration	Personal Motes	Peripheral Motes	Name	Effect			
-4		Indefinite	0	6	Onslaught Crossbow	Attune (6m)			
Incapacitated		Indefinite	0	1	Jade Hearthstone Amulet	Attune (1m)			
		Indefinite	0	3	Sharpshooter Armor	Attune (3m)			
	Charms	Duration	Personal Motes	Peripheral Motes	Name	Cost			
		Scene	0	0	Terrestrial Archery Reinforcement	1m per 2 dice + 1m per subject			
					·				
	Other	Duration	Personal Motes	Peripheral Motes	Name	Effect			