

Name _____

Concept _____

Hidden Origin _____

Physical Origin _____

Traits _____

Specializations

Self

Current of Maximum

Dissociated

Near

Current of Maximum

Dissociated

Far

Current of Maximum

Dissociated

Fight

Current of Maximum

Injured

Fight + Self

Unarmed Attack Details

◆ Attack Bonus

Heal

● Action Bonus

Empower

● Event Bonus Event Metrics

Fight + Near

Melee Attack Details

◆ Attack Bonus

Interact

● Action Bonus

Refract

● Event Bonus Event Metrics

Fight + Far

Ranged Attack Details

◆ Attack Bonus

Aim

● Action Bonus

Evoke

● Event Bonus Event Metrics

Flight

Current of Maximum

Injured

Flight + Self

Unarmed Reaction Details

♥ Reaction Bonus

Rest

● Action Bonus

Ward

● Event Bonus Event Metrics

Flight + Near

Melee Reaction Details

♥ Reaction Bonus

Move

● Action Bonus

Telekinesis

● Event Bonus Event Metrics

Flight + Far

Ranged Reaction Details

♥ Reaction Bonus

Hide

● Action Bonus

Field

● Event Bonus Event Metrics

Focus

Current of Maximum

Injured

Focus + Self

Willpower Reaction Details

♥ Reaction Bonus

Push

● Action Bonus

Sublime

● Event Bonus Event Metrics

Focus + Near

Intuition Reaction Details

♥ Reaction Bonus

Improvise

● Action Bonus

Transmute

● Event Bonus Event Metrics

Focus + Far

Perception Reaction Details

♥ Reaction Bonus

Manipulate

● Action Bonus

Telepathy

● Event Bonus Event Metrics