

RACIAL TRAITS

Race Talent: Collaboration

Race Attribute: Startling Endurance

Race Attribute: Spirit Magnet

Race Vice: Reckless Abandon

CARRYING CAPACITY

CURRENT WEIGHT

LIGHT ENCUMBRANCE

MODERATE ENCUMBRANCE

HEAVY ENCUMBRANCE

MAXIMUM WEIGHT

INVENTORY

WEIGHT

incense x10

Paper x10

Ink

Pen

Blue Crystal x2

AMMUNITION

CURRENCY

SOL

1

LUNE

36

SPELLS & ABILITIES

NAME & RANK

1st Art:
Shelled Guard
Type: Attribute

While wielding a tonfa in each hand, the Shrine Keeper may ignore any Dual Wielding penalties and gains a bonus of +1 DR. At Level 11, the DR bonus is increased by +2.

NAME & RANK

Sacred Arrow
Type: Active

This Spell attack has a range of 50 ft and deals Spirit damage equal to the Shrine Keeper's Level +4. If the target is Undead or a Corrupt Spirit, this damage ignores MR and Spirit Resistance. MP:0

NAME & RANK

Spirit Bomb
Type: Active

Spirit Bomb that can move 5 ft per turn at the direction of the Shrine Keeper and remain inactive for up to 5 rounds. The Shrine Keeper may choose to detonate the Spirit Bomb at any time during their turn as a Free Action. deals 4 Spirit damage for every subject within a 15 ft radius to all subjects within that radius. MP:2

NAME & RANK

Heal
Type: Active

This Spell affects any subject within 30 ft. That subject regains HP equal to the Shrine Keeper's Level +SPR. MP:2

NAME & RANK

Flourish
Type: Active

This Spell affects one subject adjacent to the Shrine Keeper and lasts for 10 rounds. That subject regenerates 1 HP per round. The subject regenerates 1 more HP per round for every 4 SPR the Shrine Keeper has. MP:2

NAME & RANK

Luminescence
Type: Active

This Spell affects a subject for one hour. For the duration of this Spell, that subject radiates bright light in a 30 ft radius. MP:1

NAME & RANK

Craft Tools
Type: Active

This may be used to make a single small tool, or 3 sheets of parchment and enough ink to write on them. All created objects are permanent, but fragile. MP:1

NAME & RANK

Meadow Talisman
Type: Active

This Spell activates a Talisman that must be applied to a subject with BLEEDING. The BLEEDING is stopped for 5 rounds, or until the Talisman is removed. MP:2

NAME & RANK

Call Intellectus
Type: Active

Summons a Lesser Spirit of Knowledge from the Spirit Realm to answer questions. MP:5

NAME & RANK

Heighten Senses
Type: Active

Strengthens all of the senses of the Shrine Keeper and increases her reflexes. Gain +2 AWR and a bonus to initiative equal to half of the caster's SPR for 30 minutes. MP:3

NAME & RANK

Renewal
Type: Active

This Spell affects one subject. The Shrine Keeper may choose to remove one of the following Affected States: BLINDED, BURNING, DEAFENED, FROST, POISONED, or NUMBED. MP:4

NAME & RANK

Spirit Ball
Type: Active

This Spell targets an opponent within 75 ft. If successfully hit, that subject takes Spirit damage equal to the Shrine Keeper's Level +SPR. MP:2

NAME & RANK

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