

RACIAL TRAITS
Race Talent: Collaboration
Race Attribute: Startling Endurance
Race Attribute: Spirit Magnet
Race Vice: Reckless Abandon

## Race Attribute: Startling Endurance

## Race Vice: Reckless Abandon

[illegible]

## LIGHT ENCUMBRANCE

## HEAVY ENCUMBRANCE

**WEIGHT**

Blue Crystal x2

AMMUNITION									
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CURRENCY	
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[illegible]

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 &amp; RANK