

### 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

Diary

Pen

Ink

Paper x10

Clean Cup

Small Crystal x8

### AMMUNITION

### CURRENCY

SOL

1

LUNE

36

### SPELLS & ABILITIES

NAME & RANK

**Amendment**  
Type: Attribute

The Revisionist may choose to have any Enchant Spell that they cast to either have its duration extended by 2 rounds, minutes, or hours, based on the Spell's base time unit, or have the Spell apply a -1 penalty to all saves against its effects

NAME & RANK

**Categorical Mind**  
Type: Attribute

Gain a +1 bonus to all checks for Talents in the Intellect group.

NAME & RANK

**Order Bullet**  
Type: Active

This Spell may target a single subject up to 50 ft away and deals 4 + half the Judicar's Level as Order damage. This Spell ignores all MR and Order Resistance on Dream creatures and any subject primarily composed of Chaos Energy. MP: 0

NAME & RANK

**Brittle Shield**  
Type: Active  
Save: MAG

This Spell affects the armor of a single subject and lasts for 5 rounds. The affected subject's armor gains a -2 penalty to DR. If the Judicar's FOC is 6 or higher, this penalty is increased to -3. MP:3

NAME & RANK

**Reinforce Spirit**  
Type: Active  
Save: MAG

Choose a subject within 20 ft and a single energy type. The affected subject's Resistance to that energy type is doubled for 5 rounds. This Spell may be cast multiple times on the same subject but must apply to a different energy type each time. MP:3

NAME & RANK

**Law of Renewal**  
Type: Active  
Save: MAG

This Law has a radius of 10 ft and lasts for 3 rounds. Living subjects within the zone of the Law heal 2 HP every round. MP:2

NAME & RANK

**Lighting**  
Type: Active

This Spell creates a light with a 20 ft radius up to 30 ft away that lasts up to 30 minutes. This light can be moved as a Free Action every round after the first, moving up to 15 ft per round. The light has no tangible form and vanishes if it moves more than 60 ft from the Judicar. MP:1

NAME & RANK

**Torpidity**  
Type: Active

This Law forces all that enter into its zone to move slowly. This Law has a radius of 5 ft and lasts for 3 rounds. All subjects that move through this Law's zone treat it as rough terrain. MP:2

NAME & RANK

**Chains of Perdition**  
Type: Active  
Check: STR

This Spell affects one subject within 20 ft who becomes IMMOBILIZED for 2 rounds. Each time the subject makes a STR check to escape, the subject takes Order damage equal to their STR roll, regardless of whether they break free or not. MP:3

NAME & RANK

**Order of Truth**  
Type: Active  
Save: MAG

This Law has a radius of 30 ft and lasts for 5 minutes. Subjects within the zone must make a MAG save or be incapable of lying. The Judicar is able to detect if a subject has been affected by the Law. MP:4

NAME & RANK

**Contain Presence**  
Type: Active  
Save: None

Choose a subject within 30 ft. For 10 rounds, they gain a +2 bonus to all Sneaking Talent checks and can attempt to hide from Blindsight and Tremorsense. MP:2

NAME & RANK

**Shield Strike**  
Type: Channeled

This Spell affects the Judicar and two other subjects within 30 ft and must be Channeled for 2 rounds. All three affected subjects gain a +2 bonus to MR while this Spell is Channeled. After the Spell is Channeled for 2 rounds, deal damage to a subject within 40 ft equal to the combined Order Resistance of

NAME & RANK

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