

NAME

Human: Cabel, Trinks, Duscle, Morrel, Riggee, Light, Syca, Fellord, Rantipol
Elf: Ascal, Jandar, Falael, Glarald, Esyae, Allannia, Hycis, Imryll, Myeii
Dwarf: Barman, Mortharm, Tassyl, Kathin, Tizmyl, Bardan, Malrak, Dulrik
Halfling: Otto, Sig, Seric, Vice, Otto, Magna, Grimal, Iridian, Nautila

LOOK

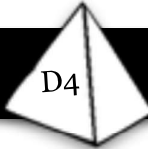
Sky Blue Eyes or White Eyes
 Wind swept, blown back hair or Tattooed head
 Simple robes, flowing clothes or
 Blue body, Scarred body or Frail body

Assign these scores to your stats: 9 (+0), 8 (-1), 15 (+1), 16 (+2), 15 (+1), 12 (+0)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLEGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKEY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D4



ARMOR



HP

CURRENT
MAXYOUR MAX HP IS
6+ CONSTITUTION

Characteristic

WIND TALKER

You can converse easily with the spirits of wind.

SONIC BOOM

When casting a spell, on a 10+ choose a target, they are deafened for a while.

FEATHER FALL

You can naturally glide from any hight rather than fall.

Alignment

GOOD

Your water reaches those in need.

NEUTRAL

You counter balance the emotions of the party

CHAOTIC

You are a brewing storm of chaos and destruction

Bonds

_____ Needs to release their emotions

I will help _____ find the true sound

Me and _____ work well in tandem

Starting Moves

CAST A SPELL (INT)

When you spend 1 mana to cast a **Dynamic** spell Roll + INT. On a 7-9 the spell is cast without any issue. On a 10+ choose one of the following:

- The spell costs 0 Mana
- The effect is increased
- NPC's are terrified or impressed by the spell

GATHERING MANA

When you have a few hours to rest and are near water, you can spend the time restoring mana. Roll 1D4+LEVEL to set current mana. you may expend 1 mana to **Cast A Spell**. It does not require mana to use **Passive** spells.

SHARP WIND

Dynamic

Choose a target, their weapon causes +1d4 damage and has 2 piercing next turn

BLUSTER

Dynamic

You control a a small burst of wind which can pick up small items and hurl them. Targets struck take 1 damage per item

WALL OF WIND

Dynamic

You can easily manipulate atmospheric pressure, giving you and your allies +1 DEX when trying to dodge arial missiles

QUICK STEP

Passive

You move quicker, jump higher and act faster then most. Unless surprised, you can choose to move before the rest go your allies as well find it easier to reach more difficult locations



AEROMANCER

MANA LEVEL

XP

Gear

Load is 8+STR. You start with 5 Dungeon Rations.

Choose one defence:

- Battle Robes (1 Armour, 1 Weight)
- 3 Healing Potions & 3 Mana Potions (Restore 5 Mana)

Choose 1 Weapon:

- Dagger (1 Weight)
- Staff (2 Handed, 1 Weight)

Choose 1:

- Water Flask
- 15 Gold

Advanced Moves

When you gain a level from 2-5 choose a move from these:

- GUST *Passive*

You increase the strength of your Aeromancy. When you roll 10+ to cast a spell, select one target who loses whatever in their hand

- STRONG ARM *Passive*

Any item you throw is treated as a ranged weapon which causes +1d6 damage and has 2 piercing

- CHOKE *Dynamic*

You prevent air from entering a targets lungs. This immobilises the target and causes 1D6 Damage. Allies take +1 forward against target.

- TEA CUP TORNADO *Dynamic*

You summon a small tornado which lasts for 2d3 rounds. Targets struck by objects within the tornado take +1d4 damage per item

- PERFECT PITCH *Active*

You whistle at a pitch that causes animals to flee, unlocks doors, shatters glass and causes targets to cover their ears, giving allies +1 forward.

- MONK *Passive*

You have dedicated your life to blend aeromancy and martial arts together, when you Hack and Slash, Roll + WIS to hit..

- BOOM BURST *Passive*

When you Roll a 10+ on during Hack and Slash you emit a small burst of air which punctures armour. Reduce the targets armour by 1

- HIGH GROUND *Passive*

When you use quick step to give yourself an advantage take +1 ongoing so long as you keep the advantage.

When you gain a level from 6-10 you may choose a move from this list.

- PIERCING BLOWS *Passive*

When you attack after obtaining a **Quick Step** advantage, your attacks ignore armour.

- HEAVY GUST *Passive*

You Maximise the strength of your Aeromancy, whenever you roll 10+ to cast a spell, 1d6 targets lose their weapons and are swept off of their feet

- Suffocate *Dynamic*

When you choke a target you cause 2D6 Damage and allies take +2 forward

- SAVAGE STORMS *Passive*

Targets struck by airborne objects take +2d3 damage.

- EXTRA SHARP *Passive*

Weapons affected by Sharp Winds cause 1d8 damage and ignore armour.

- REFLECTING WALL *Passive*

When casting Wall of Wind, on a 10+ you turn the objects back towards the point of origin, they act as areal objects affected by aeromancy.

- Aero Lance *Dynamic*

You conjure a lance of concentrated aero energy which has a far reach when thrown. It Causes +1d8 damage and ignores armour

- Areal Acrobatics *Passive*

Your Quick Step ability now grants you the ability to fly and makes held objects almost weightless.