

Dice

Falarn's Ghost Arrow

Effect, Manifestation+, Range (3), Rotate

The caster mimes using a bow and a ghostly arrow is fired. The arrow acts exactly as a real arrow except there are no situation bonuses for firing from or into melee.

Points

Dice

Forest

Environment

At home in woods and forests.

Points

Dice

Spirit of the Hunter

Manifestation, Soul+

Channels primeval spirits of hunting.

Points

Dice

Silent

Persistent, Skill

Staying silent and unheard.

Points

Dice

Arcana

Life, Soul

In tune with the magical powers of the universe.

Points

Dice

Hide

Persistent, Skill

The art of staying out of sight.

Points

Dice

Arcane Hand

Effect, Locus [Resistance], Manifestation+, Range (5)

This spell creates an almost invisible hand of force that can be played to strike opponents, catch falling allies and similar. As a Locus it can pick up and carry small objects without being played.

Points

Dice

Air

Element, Life, Soul

A creature of the air.

Points

Dice

Spirit of the Sky

Manifestation, Soul+

Calls forth ancient sky spirits.

Points

Dice

Speed

Body, Life

Swift in movement and action.

Points

Dice

Manual Dexterity

Body, Life

Hand to eye coordination and nimbleness.

Points

Dice

Grace

Body, Life

Poised and smooth in movement.

Points

Dice

1d6

Leather Armour

Armour, Persistent

Leather jerkin, trousers and helmet.

Points

Dice

1d6+1

Short Sword

Close Quarters, Open Melee, Rotate

Points

Dice

Spirit Stone

Soul, Totem

A fist sized crystal imbued with spiritual energies.

Points

Dice

Soul Bond [Specify]

Decay (1), Range (Unlimited), Resistance, Static

A deep bond with someone. Play with Soul cards to assist the person in any resistance roll. It then transfers to the other person who keeps it until the favour is returned.

Points

Discard Pile

Initiative

Character

Dynamic Pool: 4; Flow: 2