

Biography						
Goals & Motivations Aspirations, Life Goals, Motivations, Short-Term Goals, Desires, Needs, Morals, Mysteries	Appearance & Style Figure, Condition, Species Parts, Face, Eyes, Colors, Textures, Scent, Cloths, Accessories					
Background & History Origins, Growing Up, Adult Life, Occupation, Life Style, Significant Life Events	Personality & Presence Traits, Values, Likes, Fears, Quirks, Voice Tone, Accent, Posture, Body Languages					
People & Connections Reputation, Lovers, Family, Friends, Enemies, Unknowns, Groups, Party Members	Places & Treasures Places of Importance, Emotional Locations, Signature Items, Trinkets, Artifacts					
No	tes					



Character Name Scenario

Slots

Potential

Fluxmancing

Name								
Description								
Constructs								
Flux Costs								
Modifiers ¢ FP	F	F	FP					
Targets								
	>	>	>					
	≥	>	>					
•	Crit.	Crit.	Crit.					
Name								
Description								
Constructs								
Flux Costs								
Modifiers ¢ FP	F	F	P FP					
Targets								
	≥	>	>					
Hits	≥	>	>					
	Crit.	Crit.	Crit.					
Weapons								
Name		_						
Costs								
Modifier & Dmg. Flux								
Targets								
	≥ 5	≥ 5	≥ 5					
	≥ 20	≥ 20	≥ 20					
	Crit.	Crit.	Crit.					
Trait								
Upgrades								

Flux Hearts									
lvris +1 Weapon Potential	Wava +1 Armor Slot	Voltik +5 maximum FHP	Fenil +10 maximum HP	NiYum +2 Attribute Points	Lumir +1 Fluxmancing Potential or Slot				
* +	* +	*** +	% × +	9 × +	X +				
		+1 total Focus for ever	y full set of Flux Hearts		•				
Armor & Accessories									
		Inve	ntory						
					A				