

## CARD



### RACE

Cards are a political people whose torsos are formed from giant playing cards. They can flatten out the rest of their bodies into two dimensions and fold themselves into unique origami shapes. They weigh next to nothing, which is problematic in high winds.

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## CLOWN



### RACE

Clowns are carefree, lighthearted jokesters and entertainers who metaphysically feed on the laughter of others. They can use the healing power of laughter to treat the sick and injured, but only if the patient truly finds them funny.

illus. Eric Belisle  
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## DARK ELF



### RACE

Dark elves' ancestors settled in deep forests and subterranean realms in pursuit of harnessing the power of the moon and darkness. They are highly intelligent and versed in arcane lore, and keep their secrets close.

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## DEVILKIN



### RACE

Devilkin are the mortal descendants of demons. Many have moved beyond their fiendish nature, though other races still view them with disdain. Prolonged physical contact with iron can cause them extreme pain.

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## DRACONIC



### RACE

Draconics are descended from powerful dragons, and can fly and breathe flame. They share genetic memories with their ancestors and can often recall ancient primal events.

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## DULLAHAN



### RACE

Dullahan are humans whose heads are separate from their bodies. Despite the lack of a neck, a dullahan's head is still metaphysically connected to the rest of it. Dullahan love using their detached heads to make others uncomfortable.

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## DWARF



### RACE

Dwarves are mountain dwellers known for their love of ale and mining. Family and honor are their chief values. Though they seem gruff, they are friendly in their own way.

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## EARTH ELEMENTAL



### RACE

Earth elementals are primordial beings naturally formed from the coalescence of magic, soil, and stone. They move slowly, but they are strong and sturdy. They can also speak to rocks.

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## ELF



### RACE

Elves are regal and long-lived forest dwellers, able to move through the treetops as quickly and quietly as a breeze. They see themselves as the protectors of the woods. Younger elves often venture into the world, eager to learn about the other mortal races.

illus. Lelia Álvarez  
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## FAIRY



### RACE

Fairies are tiny winged fae who love helping others. They are very knowledgeable and especially enjoy studying other races. They can fly quickly, making them hard to hit. Their speech sounds like the tinkle of bells to all but children and allies.

illus. Andrew Tran  
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## FIRE ELEMENTAL



### RACE

Fire elementals are primordial beings naturally formed from the coalescence of magic and fire. They can control their flames so as not to burn their surroundings. They fervently avoid water.

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## FLORA



### RACE

Flora are serene plant folk native to deep jungles. They do not wear clothes, absorbing water and nutrients from the ground and sunlight from the sky, but use their foliage to replicate clothing when necessary.

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## GHOST



### RACE

Ghosts are departed mortal souls who wear chains representing their sins in life. Though insubstantial, they can interact with physical objects by concentrating. Ghosts are harmed by salt, iron, and magical energy—lightning most of all.

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## GNOLL



### RACE

Gnolls are hyena-like humanoids who live in savannah and desert regions and form a matriarchal society. They are typically scavengers, known for their incessant laughter and voracious hunger.

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## GNOME



### RACE

Gnomes make up in intellect what they lack in height, making sure they are both seen and heard. They are a lighthearted folk who many see only as tricksters.

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## GOBLIN



### RACE

Goblins are scatterbrained but highly social creatures often considered to be pests due to their love of pranks and mischief-making. Despite their reputation, many are highly intelligent.

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## GORGON



### RACE

Gorgons are a savage race feared for the snakes that crown their heads as well as their ability to temporarily turn others into stone with their gaze. They mistrust other races and prefer solitude.

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## HARPY



### RACE

Harpies are winged scavengers who hunt the roads between settlements. Although they are often cruel and uncouth, they might help others when treasure is involved. They are easily distracted by shiny objects.

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## HUMAN



### RACE

Humans are charismatic beings who speak a common tongue and have settled across the lands. They are innovators and adventurers, helping to shape the world.

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## ICE ELEMENTAL



### RACE

Ice elementals are primordial beings naturally formed from the coalescence of magic and ice. They can keep their form even in warm surroundings as long as the temperature is constant, but spikes in heat can cause them to melt. They can freeze whatever they touch.

illus. Johnny Morrow

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## KINDERKIN



### RACE

Kinderkin are half the size of humans, and love adventure and lifting the spirits of their traveling companions. Even when advanced in years, they always appear youthful. Fur on the tops of their feet and the backs of their hands keeps them warm even in bitter cold.

illus. Joe Shawcross

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## KITSUNE



### RACE

Kitsune are foxfolk touched by the spirit realm. Their tails glow with spirit flame, which burns only if they wish it. The wiser and more heroic a kitsune becomes, the more tails it grows.

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## KOBOLD



### RACE

Kobolds are a diminutive lizard-like race normally found in dark caves and dungeons. They have cartilaginous skeletons, giving them the ability to squeeze through small spaces.

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## LYCAN



### RACE

Lycans are humans afflicted with a virulent form of lycanthropy that keeps them in wolf form, though they can temporarily revert to human shape. They have heightened senses and become more wild during the full moon. Silver burns them.

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## MANTICORE



### RACE

Manticores are a race of humanoid lions with bat wings and a scorpion's venomous tail. They were created by the gods to hunt other mortals, and now they struggle against their natural instinct to kill.

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## MERFOLK



### RACE

Merfolk are an aquatic people who live and work around waterways and large bodies of water. Many serve as underwater guides for terrestrial races. They love scavenging the sunken trinkets of other cultures.

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## MINOTAUR



### RACE

Minotaurs are a proud, withdrawn race of the highlands and coastal regions. Often hired for their muscle, they are also known for being stubborn and following their own path.

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## OGRE



### RACE

Ogres are two-headed brutes known for incredible strength and often dim personalities. One head is typically in charge, but it is common for the two to argue, often at inappropriate and life-threatening times.

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## ORC



### RACE

Orcs are warlike and eager to prove their strength, which often leads to conflict. Many regard them as brutes, though they are intensely loyal to their companions.

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## PUPPET



### RACE

Puppets are stuffed felt toys brought to life by magic. Though they still move as though they are manipulated by another, they control their own actions. Puppets love to entertain and strive to lighten the mood at every opportunity.

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## ROBOT



### RACE

Robots are mechanical constructs with artificial intelligence, originally created to serve their creators and repair machinery. They can interface with other machines and technological devices. High concentrations of electricity or water can cause them to short circuit.

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## SASQUATCH



### RACE

Sasquatches value their seclusion, rarely leaving their dense forest homes. They excel at hiding from sight and remaining silent, despite a hulking form and cumbersome stride.

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## SATYR



### RACE

Satyrs are known for their carefree personality and festive nature. They have a romanticized view of the world, seeing themselves as the heroes of legends in the making. They can get sidetracked by the possibility of a party, alcohol, or a romantic pursuit.

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## SCYLLAN



### RACE

Scyllans have human torsos attached to seven dog-headed serpents that they can control with effort. The personality of a scyllan is said to be reflected by the type of dog head the serpents have.

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## SKELETON



### RACE

Skeletons are the bony remains of the dead, reanimated with necromantic magic. They can't recall who they were in life but celebrate their new existence. As long as the skull remains intact, a skeleton can freely swap bones between its body parts.

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## TOON



### RACE

Toons are beings made from magical ink. They conform to different physical laws than the rest of the world; among other things, they can often survive injuries that should be fatal. However, their ink dissolves in water.

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## TROLL



### RACE

Trolls are physically strong but usually peaceful, only becoming incredibly violent when they, their kin, or their territories are threatened. They possess an uncanny sense of smell that can even discern someone's religion.

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## VAMPIRE



### RACE

Vampires are undead predators who survive on the blood of their victims. They are unnaturally strong and fast, though they are weakened by sunlight, silver, garlic, and holy water and symbols. They cast no reflection and must be invited into the homes of sentient, living beings.

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## VIKINGAR



### RACE

Vikingar hail from coastal villages in frozen northern territories, where they raid and pillage to survive. They are taller and stronger than humans. Vikingar seek out battle to bring themselves and their gods' glory.

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## WAR GOLEM



### RACE

War golems are constructs brought to life by magic to serve in battle. Now freed from their cruel masters, they strive to avoid senseless violence and prove that they are more than soulless killing machines.

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## WATER ELEMENTAL



### RACE

Water elementals are primordial beings naturally formed from the coalescence of magic and water. They can become formless and still retain their consciousness, even when mingled with ordinary water.

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## WIND ELEMENTAL



### RACE

Wind elementals are primordial beings naturally formed from the coalescence of magic and wind. They can become formless and still retain their consciousness, even when mingled with the surrounding air. However, dramatic changes in the weather can cause them to dissipate.

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## ZOMBIE



### RACE

Zombies are reanimated dead given unlife by necromantic magic. Their bodies are often decaying and falling apart. Zombies have no memory of their former lives and often search for information about their true identities. They eat rotting flesh but prefer brains.

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## BARBARIAN



### CLASS

Barbarians are savages who are always ready to fight, and they become enraged in battle. They are quick to share tales of their victories, believing true glory can be found only through combat.

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## BARD



### CLASS

Bards are entertainers who use music to inspire and support their allies. Through jokes and wit, they are the life of the party, raising their friends' morale in dire times.

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## CLAIRVOYANT



### CLASS

Clairvoyants are spiritualists with heightened psychic sensitivity, allowing them to read people's thoughts and emotions. They can also sense residual psychic information from an object's aura through touch.

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## CLARION



### CLASS

Clarions seek to increase their own power by harnessing the power of angels and heaven. They can use stolen divine magic to heal others, though they usually do so only for their own benefit.

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## CLERIC

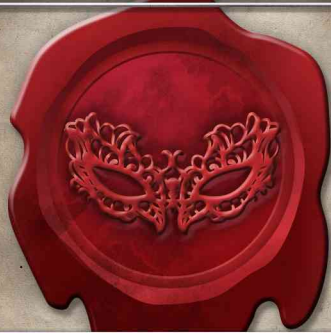


### CLASS

Clerics use devotion to their gods and knowledge of religion to tend to the spiritual and physical needs of others. They have taken oaths to help those in need, using their blessed touch to cure minor wounds and illnesses.

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## DAZZLER



### CLASS

Dazzlers are circus-trained acrobats who have mastered the art of distraction in combat. They wear bright and complicated costumes to draw the attention of their enemies, then use their nimbleness to evade attack.

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## DRUID



### CLASS

Druids are solitary priests and protectors of nature, whose connection with the natural world allows them to commune with plants and animals. They heal others by channeling nature spirits.

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## ELEMENTALIST



### CLASS

Elementalists are students of nature who seek to balance elemental forces. Their connection to the natural world allows them to commune with the spirits of wind, fire, water, and earth. They can sense oncoming storms and other natural disasters.

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## ENGINEER



### CLASS

Engineers are scientists who study technology. They analyze machinery to find ways to disable or improve it. Their designs might look ramshackle or hodgepodge, but they usually get the job done—if their inventions don't backfire.

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## FIGHTER



### CLASS

Fighters are skilled in many forms of combat and have honed their bodies for fighting. As champions of battle, they know the strengths and weaknesses of many martial disciplines.

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## LAWMAN



### CLASS

Lawmen are charged with upholding the law, though they might bend it in the process of enforcing it. They prefer to work alone, operating in frontier lands with little to no help from the country that they serve. Despite the name, lawmen need not be male.

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## LUCHADOR



### CLASS

Luchadors are masked wrestlers with a theatrical fighting style. They maintain their ring personas even when outside of a match, guarding their identities with their lives.

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## MAGICIAN



### CLASS

Magicians are stage performers who use sleight of hand to create the illusion of magic. Even though some might possess true magical abilities, magicians prefer to amaze others with their highly trained skills.

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## MONK



### CLASS

Monks are practitioners of martial arts who focus their physical abilities to reach spiritual enlightenment, giving them improved reflexes and combat prowess. Through meditation, they can mend injury to their bodies.

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## NINJA



### CLASS

Ninja are stealthy mercenaries who use agility and nimbleness to infiltrate difficult locations. They are trained in martial arts, though they aim to avoid detection and conflict when carrying out their assignments.

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## PALADIN



### CLASS

Paladins are bound by oath to uphold the law and defend the people with their knowledge of combat, religion, and law. They are sworn to service of a god or religious organization, using their powerful devotion to heal and protect the innocent.

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## PIRATE



### CLASS

Pirates sail the high seas looking for treasure, usually by boarding and raiding other ships. Though they follow a code among themselves, most pirates are selfish bandits and outlaws.

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## RANGER



### CLASS

Rangers live in the wilderness and seek to protect both the wilds and civilization from each other. They have extensive knowledge of wildlife and expert tracking skills.

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## ROGUE



### CLASS

Rogues are back-alley thieves and underworld dwellers who use deception to defeat their foes. They also excel at pickpocketing and remaining unseen.

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## SAMURAI

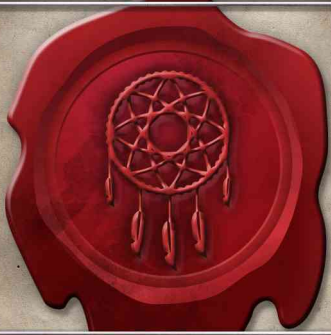


### CLASS

Samurai are warriors from a feudal society bound by honor to protect their ruler and follow that person's decrees. They are master martial tacticians. Their warrior code purges them of both the fear of death and the desire for material possessions.

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## SHAMAN



### CLASS

Shamans are practitioners of nature magic who use their knowledge of medicine not only to heal, but to alter their own consciousness so they can speak to the spirits of the dead and of nature. They create fetishes and talismans to help ward off evil.

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## VAMPIRE HUNTER



### CLASS

Vampire hunters seek to destroy vampires and other undead creatures that would harm the innocent. They have studied how to battle creatures of the night and pursue such unnatural monsters wherever they might be found.

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## WARLOCK



### CLASS

Warlocks seek to increase their own power by binding and harnessing the power of demons and hell. In their journey for selfish power, they make short-sighted bargains with demonic forces, often at the cost of their immortal souls.

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## WITCH



### CLASS

Witches are magic-users who gain power through contracts with archdemons. They cast spells by combining natural ingredients and speaking archaic languages. Witches can use their powers to heal or hex, and they can give flight to inanimate objects.

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## WIZARD



### CLASS

Wizards have spent years unlocking arcane secrets, gaining knowledge about ancient lore and the magical world. They can sense magic and understand its properties and intent. Meticulous scholars, they sometimes teach others their craft.

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## ABSENTMINDED

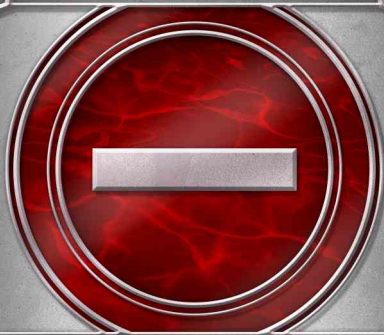


### TRAIT

You are easily lost in thought and distracted by things unimportant to the situation at hand, often getting caught off guard for your lack of attention.

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## ACCIDENT PRONE



### TRAIT

You are clumsy, which often causes comedic, if not painful, mishaps. Trying to prevent calamity actually tends to bring it on.

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## AGORAPHOBIC



### TRAIT

You fear large groups of people and do your best to avoid public gatherings. You become nervous when others focus on you, believing that they see only your faults.

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## ALCOHOLIC



### TRAIT

You are addicted to alcohol, either drinking or thinking about where you can get your next drink. You often assess a situation in terms of how it can facilitate continued drinking.

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## ALLERGIC



### TRAIT

You are allergic to dust, pollen, or similar common irritants, which causes debilitating sneezing fits and other symptoms of severe allergic reaction.

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## ARROGANT



### TRAIT

You greatly overestimate your own abilities and limitations while failing to see your own weaknesses. Your mouth writes checks you can never hope to cash.

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## BIGMOUTH

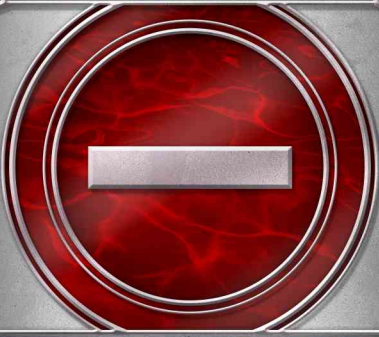


### TRAIT

You are very talkative and loud, often speaking before thinking or in situations where silence or caution are needed.

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## DEIPHOBIC



### TRAIT

You fear that you can never live up to the expectations of the gods. You are constantly disappointed in yourself and your actions, in the belief that celestial beings are judging your every move. You're sure it's just a matter of time before they smite you.

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## DUMB



### TRAIT

You're not as smart as you think you are. Your brilliant plans are actually disastrous. You usually can't understand the reality of a given situation.

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## GERMAPHOBIC



### TRAIT

You can't stand being dirty and are terrified by the possibility of illness. This trait makes you overcautious, analyzing each action in terms of exposure to infection.

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## GREEDY

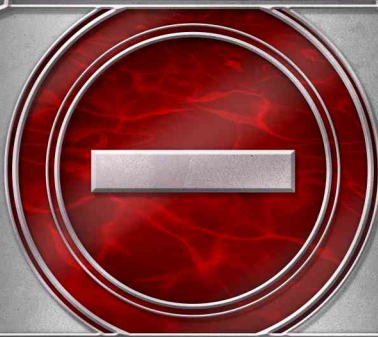


### TRAIT

You wish to reap the maximum reward for yourself in all endeavors, even if others won't get their fair share.

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## HOTHEAD

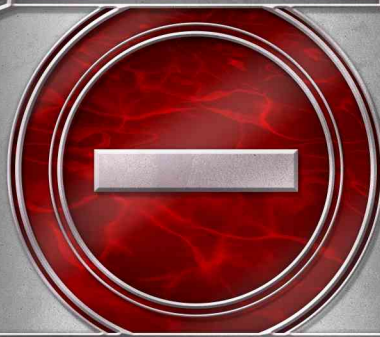


### TRAIT

You have anger issues that lead to intense emotional outbursts. Your rage makes it hard for you to interact with others, which in turn makes you even angrier.

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## MIDLIFE CRISIS

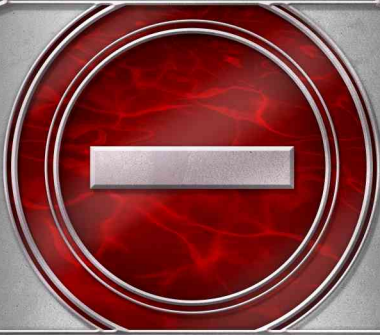


### TRAIT

You are in denial about getting older, and you compensate by acting young. As a result, you get into situations in which a younger you would have been fine—but sadly, this isn't the past.

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## NARCISSIST



### TRAIT

You are certain that you are the epitome of your race and class. Knowing that none can compare to your brilliance, you often take time to appreciate just how amazing you are.

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## NARCOLEPTIC

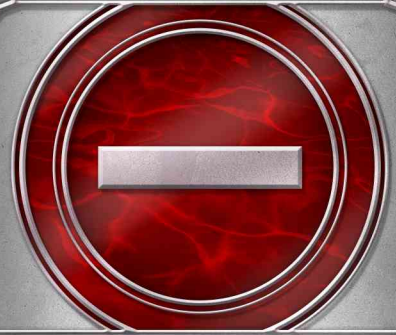


### TRAIT

You suffer from a medical condition that causes you to fall asleep at inopportune (and often hilarious) times.

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## NOVICE



### TRAIT

You have little experience with the world. Though you mean well, you are not as seasoned as others of your kind, which gets you into bad situations.

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## OUT OF SHAPE



### TRAIT

You've let yourself go and you're no longer at the peak of fitness. You're working to return to fighting form, but the road to recovery is a long one.

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## PERFECTIONIST



### TRAIT

You overthink things, carefully laying out your plans even in situations that require quick thinking. You falter when reality doesn't meet your exact expectations.

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## PESSIMIST



### TRAIT

You always think the worst of a situation. You wonder why you even try, since you'll probably fail anyway.

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## QUIXOTIC

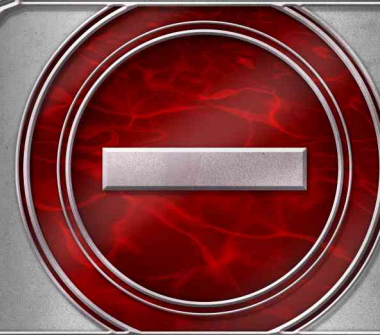


### TRAIT

You are a dreamer who blurs fantasy and reality. Because you perceive the world inaccurately, you misjudge threats to yourself and others.

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## SELFISH

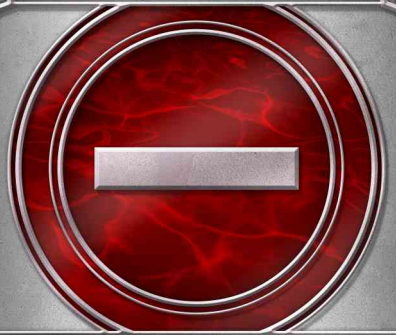


### TRAIT

You think only of yourself and your own personal gain. You could assist others, but you have difficulty letting someone else benefit from your talents or possessions.

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## SMOKER



### TRAIT

You smoke habitually, lighting up several times a day. Chronic inhalation has left you easily winded, often unable to catch your breath even during light activity.

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# WHISPERS



## TRAIT

You hear voices, and they are driving you slightly insane. You're unsure if they are real or a product of your imagination.

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# BOMB BAG

## ARMAMENT



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# BOOMERANG

## ARMAMENT



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# BUCKLER SHIELD

## ARMAMENT



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# CHAINSAW

## ARMAMENT



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# CROSSBOW

## ARMAMENT



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# DAGGER

## ARMAMENT



illus. James Krause  
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# DOUBLE AXE

## ARMAMENT



illus. Sam Manley  
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# LANCE

## ARMAMENT



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# LONGBOW

ARMAMENT



illus. James Krause  
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# LONGSWORD

ARMAMENT



illus. James Krause  
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# LUTE

ARMAMENT



illus. Sam Manley  
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# MACE

ARMAMENT



illus. Alexander Nanitchkov  
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# QUARTERSTAFF

ARMAMENT



illus. Sam Manley  
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# RAY GUN

ARMAMENT



illus. Alexander Nanitchkov  
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# REVOLVER

ARMAMENT



illus. Alexander Nanitchkov  
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# SHOTGUN

ARMAMENT



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# SNIPER RIFLE

ARMAMENT



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# TROMBONE

ARMAMENT



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# WARHAMMER

ARMAMENT



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# WHIP

ARMAMENT



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# ENLARGE



## ABILITY - ARCANE

You increase the size of an object by magically rearranging its subatomic structure. This ability does not affect living, animated, or sentient beings.

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# GLINT



## ABILITY - ARCANE

You teleport instantly to a nearby location that you can see.

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# ILLUSIONS



## ABILITY - ARCANE

You create two illusory duplicates of yourself and can switch positions with one of them when they appear. They move and sound just like you, but they are insubstantial. They vanish upon contact.

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# INVISIBILITY



## ABILITY - ARCANE

You and your clothing become unseen for a short time, though you can still be heard and smelled. While you are invisible, other objects you touch appear to move by themselves.

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# MAGIC MISSILE



## ABILITY - ARCANE

You invoke an ancient spell to fire a bolt of pure magical energy.

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# NEEDLE & THREAD



## ABILITY - ARCANE

You conjure an iron needle attached to incredibly strong and durable thread capable of holding your weight if used for climbing or swinging. You can control this needle with your mind.

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## SHRINK



### ABILITY - ARCANE

You decrease the size of an object by magically rearranging its subatomic structure. This ability does not affect living, animated, or sentient beings.

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## WILDE



### ABILITY - ARCANE

You draw on the primal power of magical chaos, gaining a random ability. Since you might not be used to handling the type of magic that manifests, it might be too much for you to control.

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## BRICKS



### ABILITY - EARTH

You conjure several rectangular bricks that would typically be used in building a home or wall.

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## DIAMONDSKIN



### ABILITY - EARTH

Your body becomes unbreakable, impenetrable, sparkling clear diamond.

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## GEOMANCY



### ABILITY - EARTH

You can conjure, control, and levitate rocks. Though you are unable to reshape stone into new forms, you can break up and control all the pieces of a single rock.

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## MUDGLOB



### ABILITY - EARTH

You conjure a ball of sticky mud that you can throw at a target. It dries out slowly, but until it is dry, it clings to what it hits and is hard to scrape off.

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## QUAKE



### ABILITY - EARTH

Your body vibrates, creating tremors beneath your feet that split the ground and topple your enemies.

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## SANDCRAFT



### ABILITY - EARTH

You conjure and control sand. It might swirl around you in a vortex or be hurled outward as a fast-moving blast of grit.

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## STONEFIST



### ABILITY - EARTH

You encase your fist with hard stone, wearing it like a bludgeoning gauntlet. This rocky sheath also protects your arm like unbreakable armor.

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## SUPERIOR STRENGTH



### ABILITY - EARTH

You can lift, move, push, and throw four times as much weight as normal for a typical member of your race.

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## FIREBALL



### ABILITY - FIRE

You evoke a magical ball of fire that flies like a comet to its target and engulfs it temporarily in flames.

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## FIREBREATH



### ABILITY - FIRE

You breathe a constant stream of fire from your mouth.

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## FLAMEBODY



### ABILITY - FIRE

In an instant, your body is engulfed in flames. If you wish, your clothing remains intact. Even when not aflame, your body temperature is much higher than average.

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## HEATWAVE



### ABILITY - FIRE

You radiate intense heat from your body, focusing it in one direction. The heatwave is invisible but can cause distortions in the air.

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## LAVASHELL



### ABILITY - FIRE

You encase yourself in lava that burns and ignites all that it touches. This lava does not harm you, but you might become overheated while so coated.

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## MAGMASHOT



### ABILITY - FIRE

You conjure a dripping orb of magma, as hot as the heart of a volcano, that you can throw like a shotput. It sets all that it touches on fire.

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## PYROKINESIS



### ABILITY - FIRE

You can summon and extinguish fire with your mind. By concentrating, you can shape and control the flames as you desire.

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## TRANSFORM: DRAGON



### ABILITY - FIRE

You take on the form of a savage dragon that can soar through the skies and breathe fire. While you are in dragon form, your underbelly is vulnerable to attack, and you are preoccupied with thoughts of gold.

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## BLIZZARD



### ABILITY - ICE

A powerful blizzard greatly lowers the temperature in the area and kicks up powerful winds filled with blinding snow.

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## COLD-BLOODED



### ABILITY - ICE

Your body temperature is abnormally low. You can draw the heat out of whatever you touch, causing it to frost over.

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## FROST PATH



### ABILITY - ICE

You temporarily coat the ground in ice that causes others to slip and fall, while you skate quickly over its surface.

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## FROSTBREATH



### ABILITY - ICE

You breathe a constant stream of frost from your mouth.

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## FROSTFLAME



### ABILITY - ICE

You conjure an azure flame that does not burn but instead spreads frost in its wake. It can engulf what it touches in ice, drawing all heat from the area.

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## ICE BLAST



### ABILITY - ICE

You channel a freezing beam from your hands that encases targets in ice, temporarily immobilizing them. The ice melts shortly after it has been created.

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## IGLOO



### ABILITY - ICE

You conjure an igloo that can be used as housing or to protect a target from the brunt of an attack.

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## SNOWBRAWL



### ABILITY - ICE

You curl into a ball and become coated with snow, then roll forward like a boulder to crash into what lies before you.

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## ANGELIC WINGS



### ABILITY - LIGHT

You manifest a temporary pair of angel wings, each spanning twice your height. You can use the wings to fly, or to shield yourself or someone nearby from harm.

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## CONSECRATE



### ABILITY - LIGHT

You bless the ground beneath and around you, harming your enemies and warding off evil, including the undead, demons, and malicious spirits.

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## FLASH



### ABILITY - LIGHT

Divine light emanates from you. You can emit light over an extended period of time to illuminate the area around you, or in a brief, bright flare that can temporarily blind those looking at you.

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## HEAVENLY SHIELD



### ABILITY - LIGHT

You manifest a shield of solid light that protects a target from the brunt of an attack.

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## LASER EYES

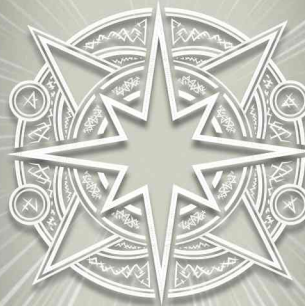


### ABILITY - LIGHT

You fire concentrated beams of colored light from your eyes that strike their target forcefully and burn it. You also gain the ability to see through solid matter except for lead.

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## MENDING LIGHT



### ABILITY - LIGHT

Heavenly light bathes the injured, healing wounds and curing illness. The light is harmful to demons and the undead.

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## SMITE



### ABILITY - LIGHT

You harness the power of the heavens as their righteous agent and inflict holy wrath on a target by unleashing brilliant, burning light from your hands

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## TRANSFORM: ARCHANGEL



### ABILITY - LIGHT

You take on the stolen form of an angel lord, gaining its abilities. In this form, you are a massive, bipedal winged champion that wields a sword of heavenly light.

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## ELECTROMAGNETIC PULSE



### ABILITY - LIGHTNING

Electrical energy bursts forth from you in a pulse, which can knock over those around you. This energy can disrupt and incapacitate mechanical devices and beings.

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## ELECTROMAGNETISM



### ABILITY - LIGHTNING

By concentrating, you can conjure an electrical charge and move objects by bending their magnetic fields. Metallic objects move longer and farther than others.

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## LIGHTNING BOLT



### ABILITY - LIGHTNING

You harness electricity from the atmosphere and hurl a powerful lightning bolt that sears whatever it hits.

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## SPARKBALL



### ABILITY - LIGHTNING

You create a high-voltage ball of lightning that you can hurl at a target. The ball can seek out a target that also has an electrical charge.

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## STATIC CHARGE



### ABILITY - LIGHTNING

Your body generates and stores large amounts of electricity, which you can discharge, sometimes involuntarily, through physical contact.

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## SUPERIOR SPEED



### ABILITY - LIGHTNING

You are as quick as lightning, gaining reflexes and agility four times those of a typical member of your race.

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## THUNDERCLAP



### ABILITY - LIGHTNING

You clap your hands together or slam your foot into the ground to create a powerful, deafening shockwave.

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## TRANSFORM: EEL



### ABILITY - LIGHTNING

You take on the form of an electric eel and gain its abilities. In eel form, you can crawl and squirm, delivering a powerful shock to those that touch you. Taking eel form does not require being in water, though it fares better in such environments.

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## ASTRAL PROJECTION



### ABILITY - MENTAL

Through meditation, you can sever your soul from your mortal form. Your soul can pass unseen by mortals through solid matter as well as see and hear as though you were physically present. You must return to your body after a short time. While your soul travels, your body can still be harmed.

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## LEVITATION



### ABILITY - MENTAL

You center your awareness through meditation to float a few feet above the ground.

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## MIND BULLETS



### ABILITY - MENTAL

You shoot invisible bullets with your mind by mimicking the action of firing a gun, even if you don't have one.

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## MIND OVER MATTER



### ABILITY - MENTAL

You concentrate on an object to bend and warp it with your mind. Smaller, metallic objects are easier to manipulate, but you can affect larger objects while in a state of greater enlightenment.

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## PSIONIC BUBBLE



### ABILITY - MENTAL

You manifest a bubble of mental energy around your body that protects you from physical harm.

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## PSYCHIC SCREAM



### ABILITY - MENTAL

You unleash a powerful mental scream that echoes in the minds of those around you. The surrounding area shakes with the force of your emotional outburst.

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## SYNAPSE BOLT



### ABILITY - MENTAL

You concentrate and focus your mind to fire a bolt of pure psychic energy.

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## TELEKINESIS



### ABILITY - MENTAL

By concentrating, you can move objects with the power of your mind.

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## FLORALFLAME



### ABILITY - NATURE

You conjure a verdant green flame that does not burn but spreads flowers and ivy in its wake. It engulfs targets in vegetation and causes plants it touches to grow rapidly.

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## RAZOR CLAWS



### ABILITY - NATURE

Razor-sharp, retractable claws sprout from your hands. They are incredibly strong and can cut through most materials except for rock and metal.

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## SNOTSHOT



### ABILITY - NATURE

You fire a powerful stream of mucus from a part of your body, typically the nose. It is incredibly sticky and can serve as a powerful glue.

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## TRANSFORM: BEAR



### ABILITY - NATURE

You take on the form of a bear and gain its size and abilities. In bear form, you have heightened senses and can fight with tooth and claw alike.

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## TRANSFORM: BEE SWARM



### ABILITY - NATURE

You take on the form of a cloud of bees and gain their abilities. In this form, your consciousness exists as a shared mental connection within the swarm, though you can control individuals.

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## TRANSFORM: PANTHER



### ABILITY - NATURE

You take on the form of a panther and gain its abilities. In panther form, you are an excellent tracker with heightened senses and improved agility, and can fight with tooth and claw alike.

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## TRANSFORM: WOLF



### ABILITY - NATURE

You take on the form of a wolf and gain its abilities. In wolf form, you are an excellent tracker with heightened senses and can fight with tooth and claw alike.

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## WHIPVINE



### ABILITY - NATURE

A thorned whip of ivy emerges from your wrist. It is strong enough to support your weight if used for climbing or swinging.

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## LIVING SHADOW



### ABILITY - SHADOW

Your shadow can detach itself from you and move autonomously for a short time. It can even scout for you, though it can only communicate nonverbally.

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## SHADE TENDRILS



### ABILITY - SHADOW

One to four tendrils of concentrated shadow energy emanate from your body or from a spot near you. They try to constrict and pull apart their victims

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## SHADOW DAGGER



### ABILITY - SHADOW

You draw forth a blade of darkness, which dissipates shortly after leaving contact with your hands or body.

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## SHADOWBLAST



### ABILITY - SHADOW

You channel the power of darkness from your black and twisted heart and hurl its cruelty at your target. The darkness cannot harm those pure of heart, though the shadow energy can afflict even them with feelings of deep sadness and regret.

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## SNEAK



### ABILITY - SHADOW

You meld with the shadows, avoiding detection. While sneaking, you can move quickly and escape the notice even of those looking in your direction.

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## SPIRIT STORM



**ABILITY - SHADOW**  
You become a conduit for lamenting, wailing spirits. These spirits aren't sentient, so you can launch them in a blast of ghostly energy.

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## TRANSFORM: ARCHDEMON



**ABILITY - SHADOW**  
You take on the stolen form of a demon lord, gaining its abilities. In this form, you are a massive, bipedal winged terror that wields weapons of hellflame.

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## TRANSFORM: BAT



**ABILITY - SHADOW**  
You take on the form of a bat and gain its tiny size and abilities. In bat form, you can navigate even in utter darkness using echolocation.

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## BUBBLEPOP



**ABILITY - WATER**  
You shoot forth a steady, slow-moving stream of bubbles that can hurt an enemy when they pop against it.

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## DENSE FOG



**ABILITY - WATER**  
A thick fog that blinds and befuddles your foes. The fog parts only for you so that you are not impaired.

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## HYDROKINESIS



**ABILITY - WATER**  
You can summon and evaporate water with your mind. By concentrating, you can shape and control water as you desire.

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## INKSPRAY



**ABILITY - WATER**  
Specialized glands in your wrists and throat allow you to spray a dark, viscous ink similar to a squid's. You might also spray ink involuntarily when startled or scared.

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## RAIN



**ABILITY - WATER**  
You conjure storm clouds above you, even if indoors, and cause them to rain with the intensity you desire.

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## SCALD



**ABILITY - WATER**  
You conjure a torrent of boiling hot water that can burn your target, or at least overheat it.

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## TRANSFORM: SHARK



### ABILITY - WATER

You take on the form of a shark and gain its size and abilities. While in shark form, you can leap and attack with powerful toothy jaws. Taking shark form does not require being in water, though it fares better in such environments.

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## WATERBLAST



### ABILITY - WATER

A high-pressure water stream flows from your hands or mouth. The volume of water might exceed what is in your body, but using this ability does not dehydrate you.

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## ACROBATICS



### ABILITY - WIND

You move like the wind, displaying impressive and entertaining feats of balance and motor coordination.

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## DEEP BREATH



### ABILITY - WIND

Increased lung capacity gives you the ability to draw a deep breath and exhale it with the force of a hurricane.

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## FEATHERSTORM



### ABILITY - WIND

You conjure a vortex of feathers that swirls around you. You can rapidly throw these feathers as though they were daggers.

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## FLIGHT



### ABILITY - WIND

For a short time you can fly at the speed of an average bird, using the wind to give you lift. Descending quickly can greatly increase your flight speed.

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## GUST



### ABILITY - WIND

You direct a powerful blast of wind toward a location you choose.

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## SONIC SCREAM



### ABILITY - WIND

You let out a sustained, high-pitched scream that causes splitting headaches in those around you and that can break nearby glass.

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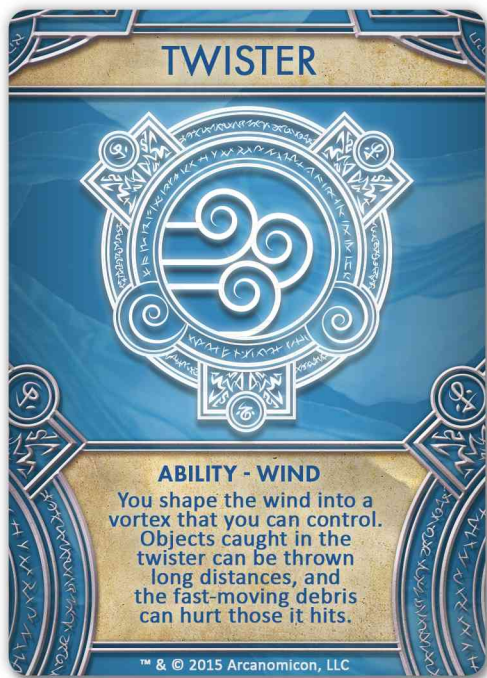
## TRANSFORM: HAWK



### ABILITY - WIND

You acquire the form and abilities of a hawk. You can fly, have heightened vision, and can rend an enemy with your powerful claws.

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