Name					Kindred			Level	
Player					Type			AP	
STR	CON	DEX	SPD	INT	WIZ	LK	CHA	Ht	Wt
Max Weight (100xSTR)		Hits Taken		Kremm (Magic Points)		Cash		Hair	Skin

Combat Adds		STR, DEX, SPD, LK ≠(9-12)		Talent	Stat	Level
Armor:		Hits Stopped				
Shield:		Hits Stopped				

Weapon	Dice	Weight	Range	STR	DEX			

Name					Kindred			Level	
Player					Type			AP	
STR	CON	DEX	SPD	INT	WIZ	LK	CHA	Ht	Wt
Max Weight (100xSTR)		Hits Taken		Kremm (Magic Points)		Cash		Hair	Skin

Combat Adds		STR, DEX, SPD, LK ≠(9-12)		Talent	Stat	Level
Armor:		Hits Stopped				
Shield:		Hits Stopped				

Weapon	Dice	Weight	Range	STR	DEX			

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Player					Type			AP	
STR	CON	DEX	SPD	INT	WIZ	LK	CHA	Ht	Wt
Max Weight (100xSTR)		Hits Taken		Kremm (Magic Points)		Cash		Hair	Skin

Combat Adds		STR, DEX, SPD, LK ≠(9-12)		Talent	Stat	Level
Armor:		Hits Stopped				
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Weapon	Dice	Weight	Range	STR	DEX			

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Max Weight (100xSTR)		Hits Taken		Kremm (Magic Points)		Cash		Hair	Skin

Combat Adds		STR, DEX, SPD, LK ≠(9-12)		Talent	Stat	Level
Armor:		Hits Stopped				
Shield:		Hits Stopped				

Weapon	Dice	Weight	Range	STR	DEX			

Name					Kindred			Level	
Player					Type			AP	
STR	CON	DEX	SPD	INT	WIZ	LK	CHA	Ht	Wt
Max Weight (100xSTR)		Hits Taken		Kremm (Magic Points)		Cash		Hair	Skin

Combat Adds		STR, DEX, SPD, LK ≠(9-12)	
Armor:		Hits Stopped	
Shield:		Hits Stopped	

Weapon	Dice	Weight	Range	STR	DEX

Talent	Stat	Level

Lvl	Spell	Type	Kremm	Range	Duration	Powerup	Notes
1	Call Flame	Conjuring	7	Touch	Instant	Dmg	1d6
1	Call Water	Conjuring	8	Touch	Instant	Dmg	1d6
1	Crème de la Kremm	Cosmic	1+	Touch	Instant/1hr	No	2:1 Transfer
1	Dem Bones Gonna Rise	Conjuring	10	10’	2 CR	Num	1 Skeleton MR=STR+CON
1	Detect Magic	Cosmic	1	10/CL	1 CR	N	Det. Presence and Nature
1	Hocus Focus	Cosmic	5	Touch	INT+DEX*	Limit	Duration=Kremm Limit
1	Hold That Pose	Conjuring	4	50’	1 CR	Dur	Tgt forgets action, helpless
1	Knock Knock	Cosmic	3	Touch	Instant	No	Unlocks Level 1 Locks
1	Know Your Foe	Cosmic	5	20/CL	Instant	No	Know MR or One Attribute
1	Lock Tight	Cosmic	3	Touch	1 CR	Lv & Dur	Creates Lv 1 Lock
1	Oh Go Away	Conjuring	5	50’	1 CR	No	INT+LK+CHR vs MR
1	Oh There It Is	Cosmic	4	50’	1 CR	Rng & Dur	invisible items glow
1	Sparkle	Conjuring	1	10’	1 CR	Rng & Dur	Covers in rainbow sparkles
1	Suppress Kremm	Metabolic	3c + 3t	Touch	1 CR	No	Coop. Tgt Wiz 0
1	Take That You Fiend	Combat	6	100’ LoS	Instant	Dmg	INT Damage to 1 Animate
1	Teacher	Cosmic	as spell	Touch	1 Casting	No	implant 1-use spell
1	That’s A Natty Beard	Cosmic	4	20’	Permanent	No	Tgt Grows Beard
1	Vorpal Blade	Combat	5	10’	1 CR	Dur	Doubles Wpn Base Dmg Rolled
1	Who’s There	Cosmic	5	Touch	1 Hour	Dur	Experience pain if ___ w/in 50’
1	Will-o-Wisp	Conjuring	2	Self	10 Min (5 CR)	Dur	1 Candela Blue Flame

Lvl	Spell	Type	Kremm	Range	Duration	Powerup	Notes