Name		WL	

Deadly	
Powerful	
Consumable	
Expendable	
Augmenting	
Autonomous	
Potent	
Reliable	
Sentient	

Boons/Banes/Curses			
	↑	↓	C
	↑	↓	C
	↑	↓	C
	↑	↓	C
	↑	↓	C
	↑	↓	C
	↑	↓	C
	↑	↓	C

Agility		Presence	
Fortitude		Alteration	
Might		Creation	
Learning		Energy	
Logic		Entropy	
Perception		Influence	
Will		Movement	
Deception		Prescience	
Persuasion		Protection	

Persistent/Baneful		
	P	B
	P	B
	P	B
	P	B
	P	B

Area/Damage/Armor/Weapon