



FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL
ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES
TONGUES						

CHARACTER NAME

ROOTTRAITS
BRW: _____
LTH: _____
SMT: _____
Wis: _____
GLT: _____

DEFENSES
NML: _____
FTL: _____
MFL: _____

HASTEN
SCORE: _____

LIFEVIEW / PERSONALITY / DESCRIPTION

GRIT
MAXIMUM: _____
IMPAIRED: _____
TRAUMATIZED: _____
HEALING MOD: _____
CURRENT TALLY: _____

COMBAT SPEED
SPRINT WALK: _____
STRIDE WALK: _____
SPRINT SWIM: _____
STRIDE SWIM: _____
SPRINT CLIMB: _____
STRIDE CLIMB: _____

HARM YIELDS			
CATEGORY:	SCORE:	CATEGORY:	SCORE:
WRECK: _____		LOGOS: _____	
WHELM: _____		CHAOS: _____	
FLARE: _____		CHARIS: _____	
FROST: _____		HUBRIS: _____	
GLEAM: _____		HALLOW: _____	
GLOOM: _____		HEINOUS: _____	
RASP: _____			
ROT: _____			
SHAKE: _____			
SHOCK: _____			

±0 = SUSCEPTIBLE
-(NUMBER) = RESISTANT
+(NUMBER) = VULNERABLE
• = IMMUNE

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER	_____	_____
BREW	_____	_____
CHIP	_____	_____
CLOUT	_____	_____
COOK	_____	_____
DEEFARE	_____	_____
DIVE	_____	_____
FARLORE	_____	_____
FARM	_____	_____
FLAUNT	_____	_____
HEED	_____	_____
HERD	_____	_____
HEW	_____	_____
LANDFARE	_____	_____
LOOK	_____	_____
LURK	_____	_____
MASH	_____	_____
MEND	_____	_____
MINGLE	_____	_____
NIGHLORE	_____	_____
SEAFARE	_____	_____
SEARCH	_____	_____
SMITH	_____	_____
TAW	_____	_____
TOIL	_____	_____
TRICK	_____	_____
TUMBLE	_____	_____
WEAVE	_____	_____
WILE	_____	_____
WRIT	_____	_____

PNEUMA
MAXIMUM: _____
CURRENT TALLY: _____

TRAVEL SPEED
JOG WALK: _____
MARCH WALK: _____
JOG SWIM: _____
MARCH SWIM: _____
JOG CLIMB: _____
MARCH CLIMB: _____

ENTWINE
MAXIMUM: _____
CURRENT TALLY: _____

STRIVE
MAXIMUM: _____
FATIGUED: _____
EXHAUSTED: _____
CURRENT TALLY: _____
HOLD BREATH: _____

JUMP DISTANCE
STAND HOP: _____
RUN HOP: _____
STAND LEAP: _____
RUN LEAP: _____

BURDEN WEIGHT
BURDEN LOAD: _____
UNBURDENED: _____
PRESS LIFT: _____
THRUST LIFT: _____
DEAD LIFT: _____
BURDEN PENALTY: _____

COINS
GOLDS: _____
SILVERS: _____
COPPERS: _____
PLATINUMS: _____
ELECTRUMS: _____
BRASSES: _____

STRIKE ROOTTRAIT: _____		PHYSICAL ATTACKS			HARM ROOTTRAIT: _____			
MELEE STRIKE MOD: _____		MELEE HARM MOD [x1]: _____		MELEE HARM MOD [x½] (†): _____				
BARRAGE STRIKE MOD: _____		BARRAGE HARM MOD [x1]: _____		BARRAGE HARM MOD [x½] (†): _____				
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
					STA:	IMP:	ADV:	

WEAPONS • CONDUITS • ARMORS • SHIELDS				ENTWINE		RESISTANT BONUSES		PENALTIES			STRIKE	HARM	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:				SLOTS:		WRECK:	WHELM:	LIFESKILLS:	SPEED:	NML:	BONUS:	BONUS:	

DORNED OR CARRIED COMBAT GEAR		
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:	ENTWINE SLOTS:	WEIGHT:

HAULED OR STOWED TRAVEL GEAR		
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:	ENTWINE SLOTS:	WEIGHT:

MAGICAL ATTACKS

STRIKE ROOTTRAIT: _____ HARM ROOTTRAIT: _____
 STRIKE MOD: _____ HARM MOD [x1]: _____ HARM MOD [x¾](†): _____ HARM MOD [x½](†): _____ HARM MOD [x¼](†): _____

POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
						STA:	IMP:	ADV:	
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):									
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SPECIAL POWERS

POWER:	PNEUMA:	ACTION:	EFFECTS:
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
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