Alpengard

Folk	Kindred	Climate	Kall	Level	Tier	Tier Val

Ascension	Gender	Height	Weight	Skin	Hair	Eyes

Character Name

Tongues

Lifeview / Personality / Description

Roottraits

Brw: _____
Lth: _____
Smt: _____
Wis: _____
Glt: _____

Defenses

Nml: _____
Ftl: _____
Mfl: _____

Hasten

Score: _____

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

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: _____

Lifeskills

Lifeskill:	Train:	Score:
Barter		
Brew		
Chip		
Clout		
Cook		
Deepfare		
Dive		
Farlore		
Farm		
Flaunt		
Heed		
Herd		
Hew		
Landfare		
Look		
Lurk		
Mash		
Mend		
Mingle		
Nighlore		
Seafare		
Search		
Smith		
Taw		
Toil		
Trick		
Tumble		
Weave		
Wile		
Writ		

Physical Attacks

Strike Roottrait: _____
Melee Strike Mod: _____
Barrage Strike Mod: _____

Melee Harm Mod [×1]: _____
Barrage Harm Mod [×1]: _____

Harm Roottrait: _____
Melee Harm Mod [×½] (↑): _____
Barrage Harm Mod [×½] (↑): _____

Hand-to-Wield / Weapon / Range:	Stance:	Parry—Wreck:	Assail Defense:	Strike Mod:	Base Harm			Harm Mod:
					Sta:	Imp:	Adv:	

Weapons • Conduits • Armors • Shields

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Resistant Bonuses		Penalties			Strike Bonus:	Harm Bonus:	Weight:
		Wreck:	Whelm:	Lifeskills:	Speed:	Nml:			

Donned or Carried Combat Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:

Hauled or Stowed Travel Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:

SPECIAL POWERS

POWER:	PNEUMA:	ACTION:	EFFECTS:
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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Special Powers

Power:	Pneuma:	Action:	Effects:
Additional Power Options (Pneuma / Action / Effects):			
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