



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: \_\_\_\_\_  
 PTL: \_\_\_\_\_  
 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: \_\_\_\_\_

**ENTWINE**

MAXIMUM: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_

**STRIVE**

MAXIMUM: \_\_\_\_\_  
 FATIGUED: \_\_\_\_\_  
 EXHAUSTED: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_  
 HOLD BREATH: \_\_\_\_\_

**TRAVEL SPEED**

JOG WALK: \_\_\_\_\_  
 MARCH WALK: \_\_\_\_\_  
 JOG SWIM: \_\_\_\_\_  
 MARCH SWIM: \_\_\_\_\_  
 JOG CLIMB: \_\_\_\_\_  
 MARCH CLIMB: \_\_\_\_\_

**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: \_\_\_\_\_

**PHYSICAL ATTACKS**

STRIKE ROOTTRAIT: \_\_\_\_\_ 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 SLOTS:	RESISTANT BONUSES		PENALTIES			STRIKE BONUS:	HARM BONUS:	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:		WRECK:	WHELM:	LIFESKILLS:	SPEED:	NML:			

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

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



## SPECIAL POWERS

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



## SPECIAL POWERS

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



## SPECIAL POWERS

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