



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	_____	_____
DEEPPARE	_____	_____
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: _____

JUMP DISTANCE

STAND HOP: _____
 RUN HOP: _____
 STAND LEAP: _____
 RUN LEAP: _____

STRIVE

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

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:		

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:
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