

Folk Kall TIER TIER VAL KINDRED CLIMATE LEVEL Skin ASCENSION GENDER HEIGHT WEIGHT Hair EYES TONGUES LIFEVIEW / PERSONALITY / DESCRIPTION

CHARACTER NAME ROOTTRAITS NML: Brw: _ FTL: LTH: _ SMT: Wis: SCORE:

LIFESKILL: TRAIN: SCORE: BARTER _ BREW _ CHIP . CLOUT -Соок __ DEEPFARE ___ DIVE . FARLORE -FARM _ FLAUNT _ HEED _ HERD -Hew _ LANDFARE __ LOOK ___ Lurk _ Mash -MEND _ MINGLE _ Nighlore -SEAFARE _ Search __ Ѕмітн _ Taw _ TOIL _ TRICK -TUMBLE _ WEAVE -

> WILE _ WRIT _

COMBAT SPEED SPRINT WALK: _ MAXIMUM: STRIDE WALK: _ Impaired: TRAUMATIZED: SPRINT SWIM: HEALING MOD: STRIDE SWIM: SPRINT CLIMB: _ CURRENT TALLY: STRIDE CLIMB: TRAVEL SPEED MAXIMUM: _ Jog Walk: _ CURRENT TALLY:

MAXIMUM: CURRENT TALLY: March Climb: Maximum: _ FATIGUED: . EXHAUSTED: CURRENT TALLY:

HOLD BREATH:

MARCH WALK: _ IOG SWIM: _ MARCH SWIM: _

Jog Climb: ..

JUMP DISTANCE STAND HOP: _ Run Hop: _ STAND LEAP: _ RUN LEAP: .

HARM YIELDS CATEGORY: SCORE: CATEGORY: SCORE: Logos: _ Wreck: __ Whelm: ____ CHAOS: _ FLARE: _ CHARIS: FROST: _ Hubris: _ GLEAM: __ Hallow: _ GLOOM: __ Heinous: RASP: ___ ±0 = SUSCEPTIBLE -(NUMBER) = RESISTANT SHAKE: ___ +(Number) = Vulnerable Sноск: ____ • = IMMUNE

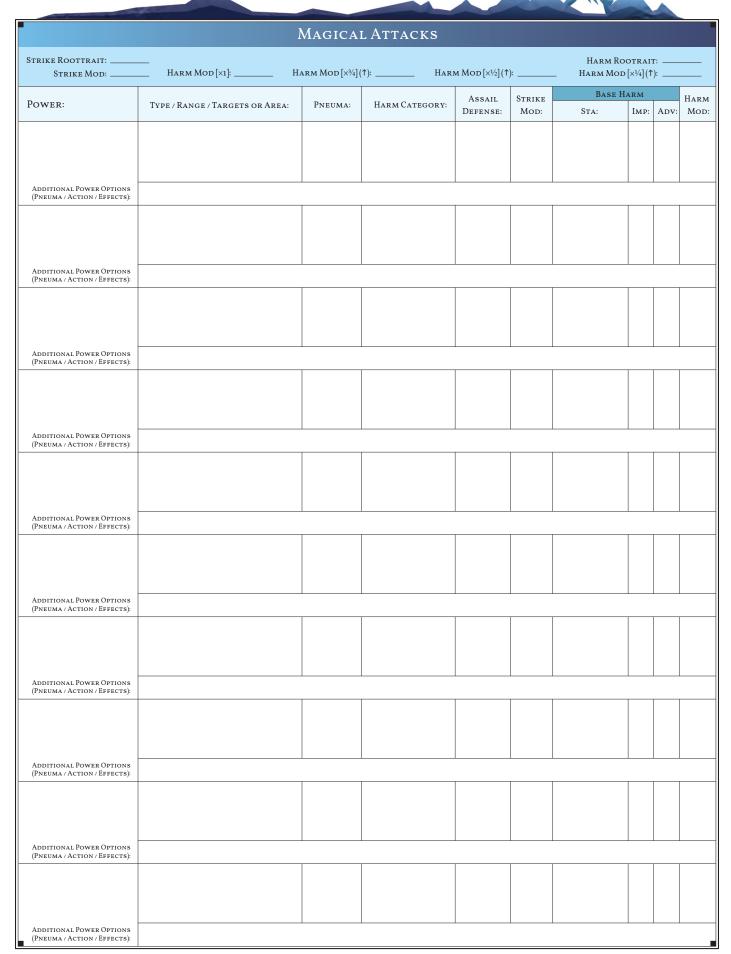
BURDEN LOAD: GOLDS: -Unburdened: _ SILVERS: _ PRESS LIFT: _ COPPERS: _ THRUST LIFT: _ PLATINUMS: _ DEAD LIFT: -ELECTRUMS: . BURDEN PENALTY: _ Brasses:

STRIKE ROOTTRAIT: HARM ROOTTRAIT: Melee Strike Mod: Melee Harm Mod $[\times \frac{1}{2}]$ (†): Melee Harm Mod $[\times 1]$: BARRAGE STRIKE MOD: Barrage Harm Mod $[\times^{1/2}]$ (\uparrow): Barrage Harm $Mod[\times 1]$: PARRY-Assail STRIKE Harm HAND-TO-WIELD / WEAPON / RANGE: STANCE: WRECK: DEFENSE: Mod: STA: IMP: ADV: MOD:

Weapons • Conduits • Armors • Shields	Entwine	WINE RESISTANT BONUSES		PENALTIES			STRIKE	HARM	
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:	SLOTS:	WRECK:	WHELM:	Lifeskills:	SPEED:	Nml:	Bonus:	Bonus:	WEIGHT:
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Donned or Carried Combat Gear	ENTWINE		
Object / Craftsmanship / Materials / Magic:	SLOTS:	WEIGHT:	

Hauled or Stowed Travel Gear	Entwine	Weight:	
Object / Craftsmanship / Materials / Magic:	SLOTS:		



			Special Powers
Power:	PNEUMA:	ACTION:	EFFECTS:
Additional Power Options (Pneuma / Action / Effects):			
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