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: _____

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		

Grit
- Maximum: _____
- Impaired: _____
- Traumatized: _____
- Healing Mod: _____
- Current Tally: _____

Pneuma
- Maximum: _____
- Current Tally: _____

Entwine
- Maximum: _____
- Current Tally: _____

Strive
- Maximum: _____
- Fatigued: _____
- Exhausted: _____
- Current Tally: _____
- Hold Breath: _____

Combat Speed
- Sprint Walk: _____
- Stride Walk: _____
- Sprint Swim: _____
- Stride Swim: _____
- Sprint Climb: _____
- Stride Climb: _____

Travel Speed
- Jog Walk: _____
- March Walk: _____
- Jog Swim: _____
- March Swim: _____
- Jog Climb: _____
- March Climb: _____

Jump Distance
- Stand Hop: _____
- Run Hop: _____
- Stand Leap: _____
- Run Leap: _____

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

Burden Weight
- Burden Load: _____
- Unburdened: _____
- Press Lift: _____
- Thrust Lift: _____
- Dead Lift: _____
- Burden Penalty: _____

Coins
- Golds: _____
- Silvers: _____
- Coppers: _____
- Platinums: _____
- Electrums: _____
- Brasses: _____

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 Sta:	Imp:	Adv:	Harm Mod:

Weapons • Conduits • Armors • Shields

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

Donned 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 [×1]: _____   Harm Mod [×¾] (↑): _____   Harm Mod [×½] (↑): _____   Harm Mod [×¼] (↑): _____

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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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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