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|-----------|---------|---------|--------|-------|------|----------|
| 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: _____

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: | |
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| WEAPONS • CONDUITS • ARMORS • SHIELDS | ENTWINE SLOTS: | RESISTANT BONUSES | | PENALTIES | | | STRIKE BONUS: | HARM BONUS: | WEIGHT: |
|---|-------------------|-------------------|--------|-------------|--------|------|------------------|----------------|---------|
| OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC: | | WRECK: | WHELM: | LIFESKILLS: | SPEED: | NML: | | | |
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| DONNED OR CARRIED COMBAT GEAR | ENTWINE SLOTS: | WEIGHT: |
|---|-------------------|---------|
| OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC: | | |
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| | | |

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

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



SPECIAL POWERS

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



SPECIAL POWERS

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