Alpengard

FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL

ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES

TONGUES

LIFEVIEW / PERSONALITY / DESCRIPTION

CHARACTER NAME

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:

SPECIAL POWERS

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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SPECIAL POWERS

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