

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

CHARACTER NAME

ROOTTRAITS

BRW: _____
LTH: ____
SMT: ____
WIS: ____
GLT: ____
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: MARCH WALK: _

MAXIMUM:

Maximum: _

FATIGUED: .

EXHAUSTED:

CURRENT TALLY:

HOLD BREATH:

CURRENT TALLY:

MARCH WALK: ______

JOG SWIM: _____

MARCH SWIM: _____

JOG CLIMB: ____

MARCH CLIMB: ____

MARCH CLIMB: _____

FUN P DISTANCE

STAND HOP: _____

RUN HOP: _____

RUN LEAP: _____

B

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

BURDEN WEIGHT

BURDEN LOAD: ______ GOLDS: _____ SILVERS: ____ COPPERS: ____ PLATINUMS: ____ PLATINUMS: ____ BURDEN PENALTY: ____ BRASSES: ____ 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 RESISTANT BONUSES		Penalties			STRIKE	HARM		
Object / Craftsmanship / Materials / Magic:	SLOTS:	WRECK:	WHELM:	Lifeskills:	SPEED:	NML:	Bonus:	Bonus:	WEIGHT:

Entwine	WEIGHT:	
SLOTS:		

Hauled or Stowed Travel Gear	Entwine	Weight:	
Object / Craftsmanship / Materials / Magic:	rsmanship/Materials/Magic: Slots:		
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			Special Powers
Power:	PNEUMA:	ACTION:	EFFECTS:
Additional Power Options (Pneuma / Action / Effects):			
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