

Folk Kindred CLIMATE Kall TIER TIER VAL LEVEL ASCENSION GENDER HEIGHT WEIGHT Skin Hair Eyes

CHARACTER NAME ROOTTRAITS NML: Brw: _ FTL: MFL: . LTH: _ SMT:

LIFEVIEW / PERSONALITY / DESCRIPTION

Wis: SCORE:

MAXIMUM: Impaired: TRAUMATIZED: HEALING MOD: CURRENT TALLY:

MAXIMUM: .

CURRENT TALLY:

HOLD BREATH:

TONGUES

COMBAT SPEED SPRINT WALK: _ STRIDE WALK: _ SPRINT SWIM: STRIDE SWIM: SPRINT CLIMB: _ STRIDE CLIMB: TRAVEL SPEED

Jog Walk: _

Jog Swim: _

Jog Climb: ..

MARCH WALK: _

MARCH SWIM: _

MARCH CLIMB:

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

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 _

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

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

BURDEN LOAD: Unburdened: _ PRESS LIFT: _ THRUST LIFT: _ DEAD LIFT: -BURDEN PENALTY:

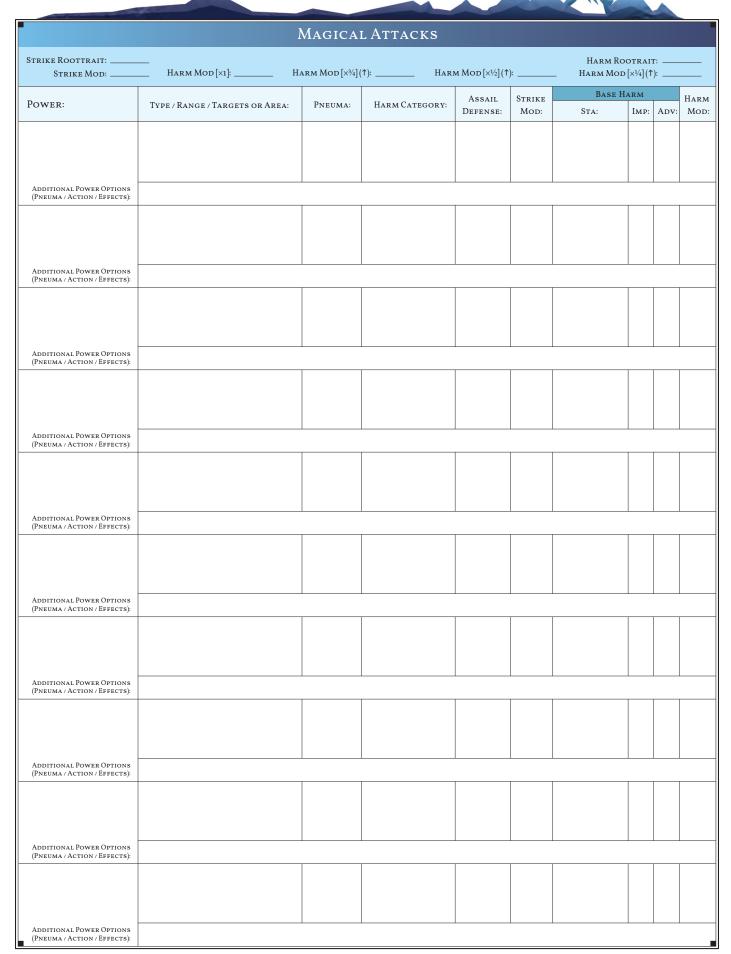
GOLDS: -SILVERS: _ COPPERS: _ PLATINUMS: _ ELECTRUMS: . BRASSES:

STRIKE ROOTTRAIT: MELEE STRIKE MOD: BARRAGE STRIKE MOD:B	PHYSICAL ATTACKS Melee Harm Mod [x1]: Barrage Harm Mod [x1]:				Harm Roottrait: Melee Harm Mod $[x^{1/2}](\uparrow)$: Barrage Harm Mod $[x^{1/2}](\uparrow)$:			
		PARRY-	ASSAIL	STRIKE	Base I	IARM HARM		
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	Wreck:	DEFENSE:		STA:	Імр:	ADV:	

Weapons • Conduits • Armors • Shields	Entwine	RESISTANT	Bonuses	Pen	PENALTIES		STRIKE	HARM	
Object / Craftsmanship / Materials / Magic:	SLOTS:	WRECK:	WHELM:	Lifeskills:	SPEED:	NML:	Bonus:	Bonus:	WEIGHT:

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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