Scealc	North	Cold	Assaulter	4	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
85				Light Tan	Straight Black	Hazel
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

Character Name

Common, Scealc

Tongues

Laxful-hearted-leeward / Intuitive, impulsive and disciplined. / Burly yet balanced, with hardened facial features.

Lifeview / Personality / Description

Rootraits

Brw:	3
Lth:	2
Smt:	0
Wis:	2
Glt:	1

Defenses

Nml:	22
Ftl:	20
Mfl:	16

Hasten

Score: +2

Grit

Maximum:	27
Impaired:	13
Traumatized:	6
Healing Mod:	3
Current Tally:	27

Combat Speed

Sprint Walk:	5
Stride Walk:	1
Sprint Swim:	2
Stride Swim:	1
Sprint Climb:	1
Stride Climb:	1

Harm Yields

Category:	Score:	Category:	Score:
Wreck:	−6	Logos:	•
Whelm:	−1	Chaos:	±0
Flare:	±0	Charis:	•
Frost:	−2	Hubris:	±0
Gleam:	±0	Hallow:	•
Gloom:	−1	Heinous:	±0
Rasp:	−1		
Rot:	±0		
Shake:	±0		
Shock:	−1		

±0 = Susceptible
−(Number) = Resistant
+(Number) = Vulnerable
• = Immune

Pneuma

Maximum:	7
Current Tally:	7

Travel Speed

Jog Walk:	3
March Walk:	2
Jog Swim:	1
March Swim:	1
Jog Climb:	1
March Climb:	1

Entwine

Maximum:	9
Current Tally:	9

Strive

Maximum:	14
Fatigued:	7
Exhausted:	3
Current Tally:	14
Hold Breath:	42

Jump Distance

Stand Hop:	2
Run Hop:	3
Stand Leap:	4
Run Leap:	7

Burden Weight

Burden Load:	34.75
Unburdened:	35
Press Lift:	228
Thrust Lift:	158
Dead Lift:	350
Burden Penalty:	±0

Coins

Golds:	3
Silvers:	1
Coppers:	1
Platinums:	0
Electrums:	0
Brasses:	0

Lifeskills

Lifeskill:	Train:	Score:
Barter		
Brew		
Chip		
Clout	Sta	+1
Cook	Sta	+2
Deepfare		
Dive	Sta	+2
Farlore		
Farm		
Flaunt		
Heed	Imp	+4
Herd		
Hew		
Landfare	Sta	+3
Look	Imp	+3
Lurk	Sta	+1
Mash		
Mend		
Mingle	Sta	+1
Nighlore		
Seafare	Sta	+2
Search	Sta	+2
Smith	Sta	+1
Taw		
Toil	Sta	+1
Trick		
Tumble	Sta	±0
Weave		
Wile	Sta	±0
Writ	Sta	+1

Physical Attacks

Strike Rootrait: Brw
Melee Strike Mod: +5
Barrage Strike Mod: +3

Melee Harm Mod [×1]: +2
Barrage Harm Mod [×1]: +2

Harm Rootrait: Lth
Melee Harm Mod [×½] (↑): +1
Barrage Harm Mod [×½] (↑): +1

Hand-to-Wield / Weapon / Range:	Stance:	Parry—Wreck:	Assail Defense:	Strike Mod:	Base Harm Sta:	Base Harm Imp:	Base Harm Adv:	Harm Mod:
Bothhand longsword: melee 1	Offensive	−2	Nml	+5	1d8+1d6	9	14	+2
Mainhand longsword: melee 1	Transitive	−3	Nml	+5	1d12	8	12	+2
Mainhand longsword: melee 1 (paired***)	Offensive	−2	Nml	+5	1d8	5	8	+1
Offhand small spiked shield: melee 1 (paired***)	***	***	Nml	+5	1d6	4	6	+1
Bothhand swiftbow: barrage 20/40/60	Offensive	—	Nml	+3	1d8+1d6	9	14	+2

Weapons • Conduits • Armors • Shields

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Resistant Bonuses Wreck:	Resistant Bonuses Whelm:	Penalties Lifeskills:	Penalties Speed:	Penalties Nml:	Strike Bonus:	Harm Bonus:	Weight:
Mediocre iron longsword (common)	0	—	—	—	—	—	±0	±0	3
Mediocre yewwood swiftbow (common)	0	—	—	—	—	—	±0	±0	3
Mediocre oakwood-iron small spiked shield (common)	0	−1	±0	±0	±0	±0	—	—	3.5
Mediocre oxhide leather armor (common)	0	−5	−1	−2	±0	±0	—	—	16

Donned or Carried Combat Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Extraordinary garments; pouches (4); whistle	0	4
Quiver; arrows (20)	0	3.5
Scaldsalt balm [lesser]: 3 doses; [apex]: 3 doses	0	1.5
Coins	0	0.25

Hauled or Stowed Travel Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Backpack; bedroll; blanket; thermal garments	0	10
Waterkins (3); waybread (24); waymeat (6)	0	22.5
Torches (12); hempen rope [100 feet]; grappling hook	0	34
Flint and iron; whetstone	0	1.75

©2024 | ®2025 | Alpengard is copyrighted; Alpengard logo is a registered trademark. Permission granted to download and photocopy for personal use only.

Special Powers

Power:	Pneuma:	Action:	Effects:
Hightened Awareness	0	None	Sixth sense for detecting danger; gains the following benefits: if surprised, she nullifies every attacker's avail:1 normally gained for the tactical advantage.
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 2 pneuma | Extend the distance of physical senses; look and search lifeskill checks work at double normal range. If flanked, reduce each attacker's nonmagic flanking harm by 1 d-step . Grants +1 power bonus to Mfl. | Duration 1 encounter.		
Vigorous Health [Pending 16th Level]	1	Adjuvant	Grants bonus resistant rasp 3 and rot 3. Also suffers reduced negative effects from toxins and ailments—statistical penalties are halved (rounded down), including from conditions like nauseated or retched. | Duration 1 hour.
Additional Power Options (Pneuma / Action / Effects):			
Grappling—Standard	0	Utilization	Grants the ability to wrestle a target; this employs a utilization action and a standard grappling strike roll to try to initiate a counter-grapple challenge; cannot execute an improved or advanced grappling strike roll. For a mortal, a grappling strike has range 0, so a mortal attacker must move into the same cube as the target. If the standard strike roll is successful, the attacker
Additional Power Options (Pneuma / Action / Effects):			
Way of the Fighter	0	None	Grants +2 power bonus to strike with melee weapon attacks; +1 power bonus to Nml.
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 2 pneuma | Any time makes a stride movement and executes a melee weapon attack against a foe, inflicts flanking harm (applied only once per target, per turn); this extra variable harm can be added to normal flanking or surprise harm. | Duration 1 encounter.		
Yoked Musculature	0	None	Increases unburdened carrying capacity by 19 pounds.
Additional Power Options (Pneuma / Action / Effects):	None | 0 pneuma | With way of the fighter, automatic upgrade: increases unburdened carrying capacity by 20 pounds, instead of 19 pounds.		
Unbelievably Fearless	0	None	Any time assaulter is engaged in a counter-magic or counter-roottrait challenge based on a fear effect (i.e. causing the scared or panicked condition), gains avail:1 on the challenge roll, as well as a power bonus equal to +[¼×Wis] (↑).
Additional Power Options (Pneuma / Action / Effects):	None | 0 pneuma | If assaulter has taken way of the fighter, he automatically has option to substitute Wis-based power bonus for either +[¼×Smt] (↑) or +[¼×Glt] (↑)—whichever is highest.		
Honed Anticipation	0	None	Grants +2 power bonus to Nml.
Additional Power Options (Pneuma / Action / Effects):			
Armor Guard	1	Adjuvant	When standing next to an ally, an assaulter can use armor and shield to help guard an ally from physical attacks. If ally is in a cube adjacent to assaulter until the start of assaulter's next turn, assaulter nullifies a portion of the wreck harm every time ally
Additional Power Options (Pneuma / Action / Effects):			
Defy Suffering	3	Adjuvant	Affects up to 5 creatures. Grants a power bonus to Ftl equal to +[¼×Brw] (↑). Though assaulter can apply benefits to self, must also share them with at least one other beneficiary; if assaulter is alone, defy suffering does not function.
Additional Power Options (Pneuma / Action / Effects):			
Brute Strength	1	Adjuvant	Does not allow assaulter to inflict more harm or enhance combat (such as grappling), but does allow assaulter to perform amazing feats of might, like pulling a heavy stone slab off of a friend or holding a door shut while a giant is pushing against it.
Additional Power Options (Pneuma / Action / Effects):			
Wrecking Blows	2	Adjuvant	This power can be executed with any weapon. Any time assaulter inflicts wreck harm with a weapon attack, whether beating, chopping, rending or stabbing, adds nonmagic 1d4 wreck harm to each hit.
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			

©2024 | ®2025 | Alpengard is copyrighted; Alpengard logo is a registered trademark. Permission granted to download and photocopy for personal use only.

Special Powers

Power:	Pneuma:	Action:	Effects:
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			

©2024 | ®2025 | Alpengard is copyrighted; Alpengard logo is a registered trademark. Permission granted to download and photocopy for personal use only.

Special Powers

Power:	Pneuma:	Action:	Effects:
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			
Additional Power Options (Pneuma / Action / Effects):			

©2024 | ®2025 | Alpengard is copyrighted; Alpengard logo is a registered trademark. Permission granted to download and photocopy for personal use only.