Faun	Grass	Hot	Monk	4	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
85				Dark Tan	Straight Gold	Violet
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

Character Name

Tongues: Common, Mystical, Faun, Faerie, Giant

Lifeview / Personality / Description: Lawful-hearted-leeward / Introspective, thoughtful and clever. / Thin yet strong, and sly features, with ox horns.

Roottraits

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

Defenses

Nml:	22
Ftl:	17
Mfl:	17

Hasten

Score:	±0

Grit

Maximum:	21
Impaired:	10
Traumatized:	5
Healing Mod:	2
Current Tally:	21

Pneuma

Maximum:	8
Current Tally:	8

Entwine

Maximum:	9
Current Tally:	9

Strive

Maximum:	11
Fatigued:	5
Exhausted:	2
Current Tally:	11
Hold Breath:	33

Combat Speed

Sprint Walk:	9
Stride Walk:	2
Sprint Swim:	3
Stride Swim:	1
Sprint Climb:	2
Stride Climb:	1

Travel Speed

Jog Walk:	5
March Walk:	3
Jog Swim:	2
March Swim:	1
Jog Climb:	1
March Climb:	1

Jump Distance

Stand Hop:	4
Run Hop:	6
Stand Leap:	9
Run Leap:	17

Harm Yields

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

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

Burden Weight

Burden Load:	19.75
Unburdened:	21
Press Lift:	137
Thrust Lift:	95
Dead Lift:	210
Burden Penalty:	±0

Coins

Golds:	1
Silvers:	5
Coppers:	0
Platinums:	0
Electrums:	0
Brasses:	0

Lifeskills

Lifeskill:	Train:	Score:
Barter		
Brew		
Chip		
Clout	Sta	+3
Cook	Sta	+2
Deepfare		
Dive	Sta	+2
Farlore	Sta	+3
Farm		
Flaunt		
Heed	Sta	+1
Herd		
Hew		
Landfare	Sta	+1
Look	Sta	+1
Lurk	Imp	+6
Mash		
Mend	Sta	+3
Mingle	Sta	+3
Nighlore		
Seafare	Sta	+2
Search	Sta	+2
Smith		
Taw		
Toil	Sta	+2
Trick	Sta	+4
Tumble	Imp	+6
Weave		
Wile	Sta	+2
Writ	Sta	+3

Physical Attacks

Strike Roottrait:	Lth	Harm Roottrait:	Glt
Melee Strike Mod:	+4	Melee Harm Mod [×1]:	+2
Barrage Strike Mod:	+3	Barrage Harm Mod [×1]:	+2
		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 falchion: melee 1	Aggressive	–1	Nml	**+4**	1d8+1d6	9	14	**+2**
Bothhand falchion: melee 1	Offensive	–2	Nml	**+4**	1d12	8	12	**+2**
Mainhand chainrod: melee 1 (double***)	Transitive	–3	Nml	**+4**	1d6	4	6	**+1**
Offhand chainrod: melee 1 (double***)	***	***	Nml	**+4**	1d4	3	4	**+1**
Mainhand chainrod: melee 1	Defensive	–4	Nml	**+4**	1d8	5	8	**+2**
Mainhand chainrod: melee 1	Elusive	–5	Nml	**+4**	1d6	4	6	**+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 falchion (common)	0	—	—	—	—	—	±0	±0	5
Mediocre oakwood-iron chainrod (common)	0	—	—	—	—	—	±0	±0	3

Donned or Carried Combat Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Extraordinary/thermal garments; pouches (4)	0	6
Scrollcase; quill; ink vials (2); parchments (10)	0	1
Torches (2); whistle; mirror	0	2.5
Healing inscriptions [basal]: 8 invocations	0	2
Coins; amethyst [25 golds]	0	0.25

Hauled or Stowed Travel Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Backpack; bedroll; blanket	0	8
Waterskins (3); waywort (24)	0	21
Flint and iron; whetstone; torches (6)	0	7.5

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Magical Attacks

Strike Rootrait: Glt
Strike Mod: +2
Harm Mod [×1]: +2
Harm Mod [×¾] (↑): +2
Harm Mod [×½] (↑): +1
Harm Rootrait: Smt
Harm Mod [×¼] (↑): +1

Power:	Type / Range / Targets or Area:	Pneuma:	Harm Category:	Assail Defense:	Strike Mod:	Base Harm Sta:	Base Harm Imp:	Base Harm Adv:	Harm Mod:
Inexorable Curtain	Wall Area Barrage 20: 5 Zones 1×1×1	0	Whelm	Ftl	**+2**	1d4	3	4	**+1**
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 3 pneuma | Can cause inexorable curtain to persist. Each creature that starts its turn in affected area, or moves into area on its turn, is attacked (secondary attack equivalent to primary attack). Within the wall, terrain difficulty increases 2 grades for all movement types. Wall weakly obscures visibility. |								
Inspirational Platitudes (Version 1)	Targeted Barrage 30: 1 Target	0	Shake Rot	Mfl	**+2**	1d4 1d2	3 2	4 2	**+2**
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 1 pneuma | Can cause inspirational platitudes to persist, creating an invisible yet audible echo of puzzling eloquence or nonsense (1 zone 1×1×1—blast area) where each target was attacked, regardless of whether the strike was a hit. Each creature that starts its turn in affected area(s), or moves into area(s) on								
Inspirational Platitudes (Version 2)	Targeted Barrage 30: 2 Targets	0	Shake Rot	Mfl	**+2**	1d4 1d2	3 2	4 2	**+1**
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 1 pneuma | Can cause inspirational platitudes to persist, creating an invisible yet audible echo of puzzling eloquence or nonsense (1 zone 1×1×1—blast area) where each target was attacked, regardless of whether the strike was a hit. Each creature that starts its turn in affected area(s), or moves into area(s) on								
Inspirational Platitudes (Version 3)	Targeted Barrage 30: 4 Targets	0	Shake Rot	Mfl	**+2**	1d4 1d2	3 2	4 2	**+1**
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 1 pneuma | Can cause inspirational platitudes to persist, creating an invisible yet audible echo of puzzling eloquence or nonsense (1 zone 1×1×1—blast area) where each target was attacked, regardless of whether the strike was a hit. Each creature that starts its turn in affected area(s), or moves into area(s) on								
Additional Power Options (Pneuma / Action / Effects):									
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Special Powers

Power:	Pneuma:	Action:	Effects:
Leaps and Bounds	0	None	Total maximum standing hop (high jump) distance increases by 1 foot, running hop (high jump) distance increases by 2 feet, standing leap (long jump) increases by 3 feet, and running leap (long jump) increases by 5 feet.
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 2 pneuma | Grants +2 power bonus to maximum walking speed; and +1 power bonus to Nml. | Duration 1 encounter.		
Trackless Wilds [Pending 16th Level]	1	Adjuvant	Able to move through wild, unwrought terrain without leaving the slightest hint of a track or scent. Each turn, Can move up to the limit of speed (ambulation action) without leaving a physically detectable trace—not even kicking up dust to catch an
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. Grappling strike has range 0, so
Additional Power Options (Pneuma / Action / Effects):			
Arcane Omen	3	Ritual	Calls upon the object of personal faith, requesting an omen, premonition or insight into a question or problem. Can ask a specific question or just open one's mind to whatever the unknown information source has to say about an unexpected topic.
Additional Power Options (Pneuma / Action / Effects):			
Arcane Radiance	1	Ambulation or Utilization	Designates a tiny emanation point for rays of light that stream outwards in all directions, illuminating an orb. Chooses lighting's intensity, which can range from that of a candle to daylight. Depending on existing light levels in the area, arcane
Additional Power Options (Pneuma / Action / Effects):			
Arcane Shadow	1	Ambulation or Utilization	Designates a tiny emanation point for tendrils of darkness that reach out in all directions, shadowing an orb. Chooses darkness's intensity, which can range from that of faint dimness to total blackness, producing weak to full obscurement.
Additional Power Options (Pneuma / Action / Effects):			
Arcane Sigil	1	Ritual	Draws a unique personalized symbol—up to 1 foot tall and 1 foot wide—upon a solid object. It is impossible for any other magician to exactly copy arcane sigil, though an illusion might be used to temporarily mimic it. Further, two sigils might be
Additional Power Options (Pneuma / Action / Effects):			
Magic Channeling	3	Ceremony	Can wield magical powers through the aid of a conduit. To wield conduit safely, must entwine conduit through self. Can at most entwine three conduits at a time. | Duration indefinite.
Additional Power Options (Pneuma / Action / Effects):			
Magic Countering	1	Adjuvant	Initiate a counter-magic challenge, pitting the magic within self versus that of another creature. Challenge begins upon own turn and assails a susceptible ongoing magical effect, per the trial-resolution system. The ongoing effect could be anything
Additional Power Options (Pneuma / Action / Effects):			
Magic Deciphering	1	Ambulation or Utilization	Try to read and write magical symbols for the duration; magical languages are wholly symbolic or pictographic (rather than phonetic), based on markings that each have individual meaning, so basic literacy is not required. | Duration 1 hour.
Additional Power Options (Pneuma / Action / Effects):			
Magic Sensing	1	Ritual	Feel magic within objects that are imbued with magical power. Cannot sense or evaluate magic contained within other creatures, such as the scope of a rival cleric's magical prowess and powers. Affects an aura of range 5. Within affected aura,
Additional Power Options (Pneuma / Action / Effects):			
Way of the Ascetic	0	None	Grants +1 power bonus to strikes with melee weapon attacks; +1 power bonus to maximum walking speed. Gains pinching grip without applying access slot.
Additional Power Options (Pneuma / Action / Effects):			
Ability Focus	0	None	For physical attacks, use Smt, Wis or Glt [chooses Glt], for strike or harm mod, and either Brw or Lth for the other. For magical attacks, use any combination of Smt, Wis or Glt for strike or harm mod, so long as a different roottrait is used for each.: Grants
Additional Power Options (Pneuma / Action / Effects):			
Tightened Musculature	0	None	Increases unburdened carrying capacity by 17 pounds.
Additional Power Options (Pneuma / Action / Effects):	None | 0 pneuma | With way of the ascetic, automatic upgrade: increases unburdened carrying capacity by 18 pounds, instead of 17 pounds.		

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Special Powers

Power:	Pneuma:	Action:	Effects:
Pinching Grip	2	Adjuvant	Can exert great might through mere fingertips, allowing to perform astonishing feats of grip-strength. Gains avail:1 on toil or tumble checks, as well as on Brw or Lth roottrait checks, related to using grip, such as climbing difficult surfaces. Able to exert
Additional Power Options (Pneuma / Action / Effects):	None | 0 pneuma | With way of the ascetic, automatic upgrade: increases duration to 10+[2×tier] minutes, instead of 5+[1×tier] minutes.		
Emblem of the Iron and Silk	0	None	Adorns body with a tattoo imbued with mystical magic. By subjecting body to repeated blows against wood and stone, hardens himself—like iron—thus making body far more resistant to direct physical hits. Yet also learns to softly give way to blows—like silk—to nullifi harm by deflecting the momentum of incoming hits. Able to reduce harm from each blows
Additional Power Options (Pneuma / Action / Effects):			
Contemptuous Mockery	2	Adjuvant	After easily striking foes with weapons, adds insult to injury by mocking them. They become so frustrated that they lose their balance. Contemptuous mockery must be combined with weapon attack, since it hinges on successful blows to be effective. Affects all hit targets during 1 turn. Engages each hit target in a counter Brw, counter Lth or counter Wis challenge (mock
Additional Power Options (Pneuma / Action / Effects):			
Ultimate Rejuvenation	1	Adjuvant	Points conduit at the injured. Releases a cloudy ray that alleviates ally's suffering and heals wounds. Affects 1 mortal within range 30; ultimate rejuvenation requires the ignition empowerment of a kindler. Beneficiary receives 2d4+[1×tier] grit points of healing and removes healing suffering (minus 1/healing suffering removed, minimum 10). If the kindler provides an
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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