



FOLK	KINDRED	CLIMATE	KALL	LEVEL	TIER	TIER VAL
ASCENSION	GENDER	HEIGHT	WEIGHT	SKIN	HAIR	EYES
TONGUES						

CHARACTER NAME

**ROOTTRAITS**

BRW: \_\_\_\_\_  
 LTH: \_\_\_\_\_  
 SMT: \_\_\_\_\_  
 Wis: \_\_\_\_\_  
 GLT: \_\_\_\_\_

**DEFENSES**

NML: \_\_\_\_\_  
 PTL: \_\_\_\_\_  
 MFL: \_\_\_\_\_

**HASTEN**

SCORE: \_\_\_\_\_

LIFEVIEW / PERSONALITY / DESCRIPTION

**GRIT**

MAXIMUM: \_\_\_\_\_  
 IMPAIRED: \_\_\_\_\_  
 TRAUMATIZED: \_\_\_\_\_  
 HEALING MOD: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_

**COMBAT SPEED**

SPRINT WALK: \_\_\_\_\_  
 STRIDE WALK: \_\_\_\_\_  
 SPRINT SWIM: \_\_\_\_\_  
 STRIDE SWIM: \_\_\_\_\_  
 SPRINT CLIMB: \_\_\_\_\_  
 STRIDE CLIMB: \_\_\_\_\_

**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

**LIFESKILLS**

LIFESKILL: TRAIN: SCORE:

BARTER: \_\_\_\_\_  
 BREW: \_\_\_\_\_  
 CHIP: \_\_\_\_\_  
 CLOUT: \_\_\_\_\_  
 COOK: \_\_\_\_\_  
 DEEPPARE: \_\_\_\_\_  
 DIVE: \_\_\_\_\_  
 FARLORE: \_\_\_\_\_  
 FARM: \_\_\_\_\_  
 FLAUNT: \_\_\_\_\_  
 HEED: \_\_\_\_\_  
 HERD: \_\_\_\_\_  
 HEW: \_\_\_\_\_  
 LANDFARE: \_\_\_\_\_  
 LOOK: \_\_\_\_\_  
 LURK: \_\_\_\_\_  
 MASH: \_\_\_\_\_  
 MEND: \_\_\_\_\_  
 MINGLE: \_\_\_\_\_  
 NIGHLORE: \_\_\_\_\_  
 SEAFARE: \_\_\_\_\_  
 SEARCH: \_\_\_\_\_  
 SMITH: \_\_\_\_\_  
 TAW: \_\_\_\_\_  
 TOIL: \_\_\_\_\_  
 TRICK: \_\_\_\_\_  
 TUMBLE: \_\_\_\_\_  
 WEAVE: \_\_\_\_\_  
 WILE: \_\_\_\_\_  
 WRIT: \_\_\_\_\_

**PNEUMA**

MAXIMUM: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_

**TRAVEL SPEED**

JOG WALK: \_\_\_\_\_  
 MARCH WALK: \_\_\_\_\_  
 JOG SWIM: \_\_\_\_\_  
 MARCH SWIM: \_\_\_\_\_  
 JOG CLIMB: \_\_\_\_\_  
 MARCH CLIMB: \_\_\_\_\_

**ENTWINE**

MAXIMUM: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_

**JUMP DISTANCE**

STAND HOP: \_\_\_\_\_  
 RUN HOP: \_\_\_\_\_  
 STAND LEAP: \_\_\_\_\_  
 RUN LEAP: \_\_\_\_\_

**STRIVE**

MAXIMUM: \_\_\_\_\_  
 FATIGUED: \_\_\_\_\_  
 EXHAUSTED: \_\_\_\_\_  
 CURRENT TALLY: \_\_\_\_\_  
 HOLD BREATH: \_\_\_\_\_

**BURDEN WEIGHT**

BURDEN LOAD: \_\_\_\_\_  
 UNBURDENED: \_\_\_\_\_  
 PRESS LIFT: \_\_\_\_\_  
 THRUST LIFT: \_\_\_\_\_  
 DEAD LIFT: \_\_\_\_\_  
 BURDEN PENALTY: \_\_\_\_\_

**COINS**

GOLDS: \_\_\_\_\_  
 SILVERS: \_\_\_\_\_  
 COPPERS: \_\_\_\_\_  
 PLATINUMS: \_\_\_\_\_  
 ELECTRUMS: \_\_\_\_\_  
 BRASSES: \_\_\_\_\_

STRIKE ROOTTRAIT: _____	<b>PHYSICAL ATTACKS</b>					HARM ROOTTRAIT: _____		
MELEE STRIKE MOD: _____	MELEE HARM MOD [x1]: _____		MELEE HARM MOD [x½] (†): _____					
BARRAGE STRIKE MOD: _____	BARRAGE HARM MOD [x1]: _____		BARRAGE HARM MOD [x½] (†): _____					
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
					STA:	IMP:	ADV:	

WEAPONS • CONDUITS • ARMORS • SHIELDS				ENTWINE		RESISTANT BONUSES		PENALTIES			STRIKE	HARM	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:				SLOTS:		WRECK:	WHELM:	LIFESKILLS:	SPEED:	NML:	BONUS:	BONUS:	

DONNED OR CARRIED COMBAT GEAR			ENTWINE	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:			SLOTS:	

HAULED OR STOWED TRAVEL GEAR			ENTWINE	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:			SLOTS:	

# MAGICAL ATTACKS

STRIKE ROOTTRAIT: \_\_\_\_\_ HARM ROOTTRAIT: \_\_\_\_\_  
 STRIKE MOD: \_\_\_\_\_ HARM MOD [x1]: \_\_\_\_\_ HARM MOD [x¾](†): \_\_\_\_\_ HARM MOD [x½](†): \_\_\_\_\_ HARM MOD [x¼](†): \_\_\_\_\_

POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
						STA:	IMP:	ADV:	
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):									





