Alpengard

Oerc	Ash	Hot	Assaulter	4	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
85				Pale Ashen	Rich Purple	Blood Red
Ascension	Gender	Height	Weight	Skin	Hair	Eyes

Character Name

Common, Oerc

Tongues

Lashful-hearted-leeward / Fiery and belligerent, yet loyal and honest. / Rough featured, muscled and intimidating.

Lifeview / Personality / Description

Roottraits

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

Defenses

Nml:	21
Ftl:	21
Mfl:	17

Hasten

Score: +1

Lifeskills

Lifeskill:	Train:	Score:
Barter:		
Brew:	Sta	±0
Chip:		
Clout:	Sta	+3
Cook:	Sta	+2
Deepfare:		
Dive:	Sta	+5
Farlore:		
Farm:		
Flaunt:		
Heed:	Sta	+2
Herd:	Sta	+4
Hew:		
Landfare:	Sta	+2
Look:	Sta	+3
Lurk:	Sta	+3
Mash:		
Mend:		
Mingle:	Sta	+2
Nighlore:		
Seafare:		
Search:	Sta	±0
Smith:		
Taw:		
Toil:	Imp	+6
Trick:	Sta	+4
Tumble:	Imp	+4
Weave:		
Wile:	Sta	+3
Writ:		

Grit

Maximum:	28
Impaired:	14
Traumatized:	7
Healing Mod:	3
Current Tally:	28

Pneuma

Maximum:	8
Current Tally:	8

Entwine

Maximum:	9
Current Tally:	9

Strive

Maximum:	18
Fatigued:	9
Exhausted:	4
Current Tally:	18
Hold Breath:	54

Combat Speed

Sprint Walk:	4
Stride Walk:	1
Sprint Swim:	1
Stride Swim:	1
Sprint Climb:	1
Stride Climb:	1

Travel Speed

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

Jump Distance

Stand Hop:	3
Run Hop:	4
Stand Leap:	6
Run Leap:	10

Harm Yields

Category:	Score:	Category:	Score:
Wreck:	−3	Logos:	±0
Whelm:	±0	Chaos:	•
Flare:	−1	Charis:	•
Frost:	±0	Hubris:	±0
Gleam:	±0	Hallow:	•
Gloom:	−1	Heinous:	±0
Rasp:	−1		
Rot:	±0		
Shake:	±0		
Shock:	±0		

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

Burden Weight

Burden Load:	19
Unburdened:	19
Press Lift:	124
Thrust Lift:	86
Dead Lift:	190
Burden Penalty:	±0

Coins

Golds:	2
Silvers:	7
Coppers:	2
Platinums:	0
Electrums:	0
Brasses:	0

Physical Attacks

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

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

Harm Roottrait: 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 doompick: melee 1	Aggressive	-1	Nml	+5	2d8	10	16	+2
Bothhand doompick: melee 1	Offensive	-2	Nml	+5	1d8+1d6	9	14	+2
Bothhand quickbow: ranged 15/30/45	Transitive	—	—	+3	1d12	8	12	+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 oakwood-iron doompick (common)	0	—	—	—	—	—	±0	±0	5
Mediocre ashwood quickbow (common)	0	—	—	—	—	—	±0	±0	2
Mediocre yakfur cloth armor (common)	0	-1	±0	±0	±0	±0	—	—	7

Donned or Carried Combat Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Extraordinary garments; pouch	0	3.25
Arrows (5)	0	0.75
Scaldsalt balm [apex]: 2 doses	0	0.5
Coins; amethyst (31 golds)	0	0.5

Hauled or Stowed Travel Gear

Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Backpack; bedroll; blanket	0	8
Waterskins (3); waymeat (24)	0	21
Flint and iron; whetstone; torches (6)	0	7.75
Quiver; arrows (30)	0	5.25

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Special Powers

Power:	Pneuma:	Action:	Effects:
Tough Chassis	0	None	If impaired, only suffers a –2 penalty to affected statistics; if traumatized, only suffers a –4 penalty to affected statistics. Can fall a base of 4 cubes before starting to suffer falling harm, instead of a base of 2 cubes (like other mortals).
Additional Power Options (Pneuma / Action / Effects):	Adjuvant | 2 pneuma | Grants bonus resistant wreck 1; +1 power bonus to walking speed; and avail:1 on dive and toil checks. | Duration 1 encounter.		
Wakeful Slumber [Pending 16th Level]	1 or 2	Ritual	Can simultaneously sleep and keep watch. By expending 1 pneuma, can make inattentive look and search checks while sleeping; by expending 2 pneuma, can make attentive look and search checks.
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 must move into the same cube as the target. If the standard strike roll is successful, the attacker engages the target in a
Additional Power Options (Pneuma / Action / Effects):			
Way of the Fighter	0	None	Grants +2 power bonus to strike with melee weapon attacks; bonus resistant wreck 1 while wearing armor or bearing a shield.
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.		
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, automatically has option to substitute Wis-based power bonus for either +[¼×Smt] (↑) or +[¼×Glt] (↑)—whichever is highest.		
Aptitude Focus	0	None	Grants +1 power bonus to seven lifeskills: clout, dive, look, lurk, toil, trick, tumble.
Additional Power Options (Pneuma / Action / Effects):			
Honed Anticipation	0	None	Grants +2 power bonus to Nml.
Additional Power Options (Pneuma / Action / Effects):			
Honed Concentration	0	None	Grants +2 power bonus to Mfl.
Additional Power Options (Pneuma / Action / Effects):			
Facilitate Willpower	3	Adjuvant	Using calm words to help allies stay focused, assaulter promotes mental toughness and unbreakable concentration, allowing them to better guard their minds against attacks that undermine their thoughts. Affects up to 5 creatures. Grants a power
Additional Power Options (Pneuma / Action / Effects):			
Stabbing Gore	2	Adjuvant	This power can only be executed with a stabbing weapon. The stab releases pathogens in a victim's organs. Any time character inflicts wreck (stab) harm with a weapon attack, adds nonmagic 1d4 rot harm to each hit. Stabbing gore is only
Additional Power Options (Pneuma / Action / Effects):			
Quickspur	2	Adjuvant	From a dead stop, assaulter quickly launches into a full sprint, enough to make a charge attack in a short distance, as well as gaining a temporary boost to speed. Grants power bonus to maximum walking speed equal to +[⅛×Wis] (↑), and assaulter can
Additional Power Options (Pneuma / Action / Effects):			
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