



CHARACTER NAME

ROOTTRAITS (Ability Scores)

BRAWN (Strength/Health): _____
LITHE (Dexterity/Agility): _____
SMART (Intellect/Reason): _____
WISE (Judgment/Insight): _____
GLINT (Charisma/Presence): _____

FOLK (Ancestry): _____
KINDRED (Lineage): _____
KALL (Calling): _____
TIER (Rank): _____
TONGUES (Languages): _____

DEFENSES (Versus Attacks)

NIMBLE (Dodge/Evade): _____
FETTLE (Repel/Shrug-Off): _____
MINDFUL (Thwart/Focus): _____

PNEUMA (Luck/Manna Points)

MAX TOTAL: _____
CURRENT LEFT: _____

GRIT (Hit Points/Health)

MAX TOTAL: _____
PARTLY DEAD (Half): _____
MOSTLY DEAD (Fourth): _____
HEALING MOD: _____
CURRENT LEFT: _____

HASTEN (Initiative Modifier)

HASTEN MOD: _____

SPEED (Move in Squares)

SPRINT (Max): _____
STRIDE (Careful): _____

ALPENGARD HASTEN, LIFESKILL, ATTACK-STRIKE (TO-HIT), AND COUNTER-CHALLENGE ROLLS

STANDARD (0 Pneuma): **0+1D30+MODS** • IMPROVED (1 Pneuma): **10+1D20+MODS** • ADVANCED (2 Pneuma): **20+1D10+MODS**

HARM YIELDS (Damage Resistances)

HARM CATEGORY	SCORE
WRECK (Smash/Slash):	_____
FLARE (Fire/Radiance):	_____
FROST (Ice/Shadow):	_____
RASP (Acid/Corrosion):	_____
ROT (Poison/Disease):	_____
SHAKE (Thunder/Quake):	_____
SHOCK (Lightning/Jolt):	_____
HEINOUS (Necrotic/Wither):	_____

RESISTANT: -[SCORE]
VULNERABLE: +[SCORE]

LIFESKILLS (Aptitudes)

LIFESKILLS	TRAIN	MOD
BARTER (Haggling/Appraising):	_____	_____
BREW (Handling Potions/Poisons):	_____	_____
CLOUT (Influencing/Deceiving):	_____	_____
COOK (Preparing Food/Drink):	_____	_____
CRAFT (Making/Engineering):	_____	_____
FARM (Agriculture/Gardening):	_____	_____
FLAUNT (Performing/Music):	_____	_____
HEED (Discerning Motives/Lies):	_____	_____
HERD (Guiding/Riding Animals):	_____	_____
LOOK (Spotting/Perceiving):	_____	_____
LORE (History/Geography/Religion):	_____	_____
LURK (Sneaking/Hiding):	_____	_____
MEND (Medicine/First-Aid):	_____	_____
MINGLE (Socializing/Disguising):	_____	_____
SEARCH (Inspecting/Tracking):	_____	_____
TOIL (Climbing/Swimming):	_____	_____
TRICK (Sleight/Lockpicking):	_____	_____
TUMBLE (Gymnastics/Balancing):	_____	_____
WAYFARE (Survival/Travel/Sailing):	_____	_____
WRIT (Literacy/Forgery):	_____	_____

WEAPON ATTACKS (Assail Nimble Defense)

BASE ATTACK STRIKE / HARM ROOTTRAITS: _____ / _____	PARRY MOD (1 Pneuma):	STRIKE MOD (To-Hit):	STANDARD BASE HARM (0 Pneuma):	IMPROVED BASE HARM (1 Pneuma):	ADVANCED BASE HARM (2 Pneuma):	HARM MOD: (Damage):
WEAPON (Hand(s) + Melee/Barrage + Reach/Range + Magic Object Bonuses):	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

MAGIC ATTACKS (Assail Nimble, Fettle or Mindful Defense—Specified by Power)

BASE ATTACK STRIKE / HARM ROOTTRAITS: _____ / _____	ASSAIL DEFENSE: (To-Hit):	STRIKE MOD (To-Hit):	STANDARD BASE HARM (0 Pneuma):	IMPROVED BASE HARM (1 Pneuma):	ADVANCED BASE HARM (2 Pneuma):	HARM MOD: (Damage):
POWER (Type + Range + Max Targets or Area Affected):	HARM CATEGORY:	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
ADDITIONAL OPTION(s):	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
ADDITIONAL OPTION(s):	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
ADDITIONAL OPTION(s):	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
ADDITIONAL OPTION(s):	_____	_____	_____	_____	_____	_____

SPECIAL POWERS (Actions Required + Pneuma Costs + Effects)

WEAPONS • ARMORS AND SHIELDS • EQUIPMENT

COINS—GOLDS: _____ SILVERS: _____ COPPERS: _____

TREASURE/LOOT/NOTES: _____

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.