



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 (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:	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):	_____	_____	_____	_____	_____	_____
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SPECIAL POWERS (Actions Required + Pneuma Costs + Effects)

WEAPONS • ARMORS AND SHIELDS • EQUIPMENT

COINS—GOLDS: ____ SILVERS: ____ COPPERS: ____

TREASURE/LOOT/NOTES: _____

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