



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<br>MOD<br>(1 Pneuma): | STRIKE<br>MOD<br>(To-Hit): | STANDARD<br>BASE HARM<br>(0 Pneuma): | IMPROVED<br>BASE HARM<br>(1 Pneuma): | ADVANCED<br>BASE HARM<br>(2 Pneuma): | HARM<br>MOD:<br>(Damage): |
|---------------------------------------------------------------------------|-----------------------------|----------------------------|--------------------------------------|--------------------------------------|--------------------------------------|---------------------------|
| WEAPON<br>(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<br>DEFENSE:<br>(To-Hit): | STRIKE<br>MOD<br>(To-Hit): | STANDARD<br>BASE HARM<br>(0 Pneuma): | IMPROVED<br>BASE HARM<br>(1 Pneuma): | ADVANCED<br>BASE HARM<br>(2 Pneuma): | HARM<br>MOD:<br>(Damage): |
|---------------------------------------------------------|---------------------------------|----------------------------|--------------------------------------|--------------------------------------|--------------------------------------|---------------------------|
| POWER<br>(Type + Range + Max Targets or Area Affected): | _____                           | _____                      | _____                                | _____                                | _____                                | _____                     |
| HARM<br>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.