



Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
Ascension	Gender	Height	Weight	Skin	Hair	Eyes
Tongues						



ROOTTRAITS

ROOTTRAITS		EXPENSES	
BRW: _____		NML: _____	
LTH: _____		FTL: _____	
SMT: _____		MFL: _____	
WIS: _____			
GLT: _____			

HASTEN	
SCORE: _____	

LIFESKILLS		
LIFESKILL:	TRAIN:	SCORE:
BARTER:	_____	_____
BREW:	_____	_____
CHIP:	_____	_____
CLOUT:	_____	_____
COOK:	_____	_____
DEEPPFARE:	_____	_____
DIVE:	_____	_____
FARLORE:	_____	_____
FARM:	_____	_____
FLAUNT:	_____	_____
HEED:	_____	_____
HERD:	_____	_____
HEW:	_____	_____
LANDFARE:	_____	_____
LOOK:	_____	_____
LURK:	_____	_____
MASH:	_____	_____
MEND:	_____	_____
MINGLE:	_____	_____
NIGHTLORE:	_____	_____
SEAFARE:	_____	_____
SEARCH:	_____	_____
SMITH:	_____	_____
TAW:	_____	_____
TOIL:	_____	_____
TRICK:	_____	_____
TUMBLE:	_____	_____
WEAVE:	_____	_____
WILE:	_____	_____
WRIT:	_____	_____

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

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:	_____

[illegible][illegible][illegible]

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

STRIKE MOD: _____

HARM MOD $[\times 3/4](\uparrow)$: _____

HARM ROOTRAIT: _____

HARM MOD $[x^{1/4}]$ ($\uparrow$): _____



SPECIAL POWERS			
POWER:	PNEUMA:	ACTION:	EFFECTS:
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
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