



Faun	Shrub	Cold	Assaulter	4	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
85				Light Brown	Wavy Grey	Black
Ascension	Gender	Height	Weight	Skin	Hair	Eyes
Common, Faun						

CHARACTER NAME

ROOT TRAITS	
Brw:	1
Lth:	3
Smt:	0
Wis:	2
GLT:	2

DEFENSES	
NML:	25
FTL:	18
MFL:	16
HASTEN	
SCORE:	+2

LIFE SKILLS		
LIFE SKILL:	TRAIN:	SCORE:
BARTER		
BREW		
CHIP	Sta	+1
CLOUT	Sta	+2
COOK	Sta	+3
DEEPPARE		
DIVE	Sta	+2
FARLORE		
FARM		
FLAUNT	Sta	+3
HEED	Sta	+5
HERD		
HEW		
LANDFARE	Sta	+3
LOOK	Sta	+5
LURK	Imp	+8
MASH		
MEND		
MINGLE	Sta	+2
NIGHLORE		
SEAFARE		
SEARCH	Sta	+2
SMITH	Sta	±0
TAW		
TOIL	Sta	+3
TRICK	Sta	+4
TUMBLE	Sta	+5
WEAVE		
WILE	Sta	+3
WRIT		

TONGUES

Laxful-hearted-leeward / Courageous yet subtle, kind yet wary. / Wiry, thin, ruggedly comely, with ibex horns.

LIFEVIEW / PERSONALITY / DESCRIPTION

GRIT	
MAXIMUM:	23
IMPAIRED:	11
TRAUMATIZED:	5
HEALING MOD:	2
CURRENT TALLY:	23

COMBAT SPEED	
SPRINT WALK:	8
STRIDE WALK:	1
SPRINT SWIM:	2
STRIDE SWIM:	1
SPRINT CLIMB:	1
STRIDE CLIMB:	1

HARM YIELDS			
CATEGORY:	SCORE:	CATEGORY:	SCORE:
WRECK:	±0	LOGOS:	±0
WHELM:	±0	CHAOS:	•
FLARE:	±0	CHARIS:	•
FROST:	-1	HUBRIS:	±0
GLEAM:	-1	HALLOW:	•
GLOOM:	±0	HEINOUS:	±0
RASP:	-1		
ROT:	±0		
SHAKE:	-1		
SHOCK:	-1		
±0 = SUSCEPTIBLE -(NUMBER) = RESISTANT +(NUMBER) = VULNERABLE • = IMMUNE			

PNEUMA	
MAXIMUM:	8
CURRENT TALLY:	8

ENTWINE	
MAXIMUM:	9
CURRENT TALLY:	9

STRIVE	
MAXIMUM:	10
FATIGUED:	5
EXHAUSTED:	2
CURRENT TALLY:	10
HOLD BREATH:	30

TRAVEL SPEED	
JOG WALK:	4
MARCH WALK:	2
JOG SWIM:	1
MARCH SWIM:	1
JOG CLIMB:	1
MARCH CLIMB:	1

JUMP DISTANCE	
STAND HOP:	3
RUN HOP:	5
STAND LEAP:	8
RUN LEAP:	13

BURDEN WEIGHT	
BURDEN LOAD:	22
UNBURDENED:	22
PRESS LIFT:	143
THRUST LIFT:	99
DEAD LIFT:	220
BURDEN PENALTY:	±0

COINS	
GOLDS:	13
SILVERS:	3
COPPERS:	7
PLATINUMS:	0
ELECTRUMS:	0
BRASSES:	0

STRIKE ROOTTRAIT: <u>Lth</u>		PHYSICAL ATTACKS				HARM ROOTTRAIT: <u>Wis</u>		
MELEE STRIKE MOD: <u>+4</u>		MELEE HARM MOD [x1]: <u>+2</u>				MELEE HARM MOD [x½] (†): <u>+1</u>		
BARRAGE STRIKE MOD: <u>+4</u>		BARRAGE HARM MOD [x1]: <u>+2</u>				BARRAGE HARM MOD [x½] (†): <u>+1</u>		
HAND-TO-WIELD / WEAPON / RANGE:	STANCE:	PARRY— WRECK:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
					STA:	IMP:	ADV:	
Bothhand glaive: melee 2	Offensive	-2	Nml	+4	1d8+1d6	9	14	+2
Bothhand glaive: melee 2	Transitive	-3	Nml	+4	1d12	8	12	+2
Mainhand snapsling: barrage 10/20/30	Defensive	—	Nml	+4	1d10	7	10	+2
Mainhand dagger: melee 1	Elusive	-5	Nml	+4	1d8	5	8	+2
Mainhand dagger: barrage 5/10/15	Elusive	—	Nml	+4	1d8	5	8	+2

WEAPONS • CONDUITS • ARMORS • SHIELDS		ENTWINE SLOTS:		RESISTANT BONUSES		PENALTIES			STRIKE BONUS:	HARM BONUS:	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:				WRECK:	WHELM:	LIFE SKILLS:	SPEED:	NML:			
Mediocre iron-oakwood glaive (common)		0		—	—	—	—	—	±0	±0	7
Mediocre oxgut snapsling (common)		0		—	—	—	—	—	±0	±0	1
Mediocre iron dagger (common)		0		—	—	—	—	—	±0	±0	1

DONNED OR CARRIED COMBAT GEAR		ENTWINE SLOTS:	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:			
Extraordinary garments; pouches (2); whistle; mirror		0	4
Scrollcase; quill; ink vials (2); parchments (10)		0	1
Case; bullets (10); caltrops (25)		0	6
Scaldsalt balm [apex]: 4 doses		0	1
Coins; topaz (35 golds)		0	1

HAULED OR STOWED TRAVEL GEAR		ENTWINE SLOTS:	WEIGHT:
OBJECT / CRAFTSMANSHIP / MATERIALS / MAGIC:			
Backpack; bedroll; blanket		0	8
Waterskins (3); waywort (24)		0	21
Flint and iron; whetstone; torches (6)		0	7.75
Hemp rope [100 feet]; grappling hook		0	22

SPECIAL POWERS			
POWER:	PNEUMA:	ACTION:	EFFECTS:
Leaps and Bounds	0	None	Total maximum standing hop (high jump) distance increases by 1 foot, running hop (high jump) distance increases by 2 feet, standing leap (long jump) increases by 3 feet, and running leap (long jump) increases by 5 feet.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Grants +2 power bonus to maximum walking speed; and +1 power bonus to Nml. Duration 1 encounter.		
Trackless Wilds [Pending 16th Level]	1	Adjuvant	Able to move through wild, unwrought terrain without leaving the slightest hint of a track or scent. Each turn, Can move up to the limit of speed (ambulation action) without leaving a physically detectable trace – not even kicking up dust to catch an
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. For a mortal, a grappling strike has
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Way of the Skirmisher	0	None	Grants +1 power bonus to strike with melee and barrage weapon attacks; +1 power bonus to Nml.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Assuming the appropriate positioning or conditions for flanking or surprise, inflict flanking or surprise harm with barrage weapon attacks if target is within the weapon's short range, including working with allies to create flanking conditions. Duration 1 encounter.		
Yoked Musculature	0	None	Increases unburdened carrying capacity by 19 pounds.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Aptitude Focus	0	None	Grants +1 bonus with any six lifeskills: heed, look, lurk, search, toil, tumble.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Weapon Finesse	0	None	Grants attack roottrait score options: Lth, Wis. Grants +1 power bonus to four lifeskills, though lifeskills must have his physical attack strike or attack harm roottrait score as either the primary or secondary lifeskill roottrait score.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Honed Anticipation	0	None	Grants +2 power bonus to Nml defense.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Close Ranks	3	Adjuvant	Call upon allies to watch each other's backs; affects up to 5 creatures. Grants a power bonus to Nml equal to +[¼×Lth] (†). Can apply benefits to self, but must share with at least one other beneficiary. Duration 1 encounter.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Wounding Debilitation	4	Adjuvant	Affects all targets hit by weapon strikes during each turn (1 encounter). Each hit-target suffers a –[¼×Lth] (†) power penalty to Nml; an individual target can only suffer 1 such wound at a time, even if hit by multiple weapon strikes from 1 or more
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Rending Slash	2	Adjuvant	Any time inflicts wreck (rend) harm with a weapon attack, adds nonmagic 1d4 rasp harm to each hit. Rending slash is only effective against targets with zoetic-organic vessels. Duration 1 encounter.
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[illegible]

