



Dweorg	Deep	Mild	Wizard	4	Beginning	2
Folk	Kindred	Climate	Kall	Level	Tier	Tier Val
85				Dark Grey	Stark White	Yellow
Ascension	Gender	Height	Weight	Skin	Hair	Eyes
Common, Elemental, Dweorg, Dragon, Primal						

Character Name

Roottraits	
Brw:	2
Lth:	1
Smt:	2
Wis:	0
GLT:	3

Defenses	
NML:	14
FTL:	19
MFL:	20
Hasten	
Score:	±0

Lifeskills		
Lifeskill	Train	Score
Barter:		
Brew:		
Chip:		
Clout:	Imp	+5
Cook:	Sta	+3
Deepfare:	Sta	+2
Dive:	Sta	+2
Farlore:	Sta	+4
Farm:		
Flaunt:		
Heed:	Sta	+2
Herd:		
Hew:		
Landfare:	Sta	+1
Look:	Sta	+1
Lurk:	Sta	+1
Mash:	Sta	+4
Mend:	Sta	+2
Mingle:	Sta	+4
Nighlore:	Sta	+2
Seafare:		
Search:	Sta	+2
Smith:		
Taw:		
Toil:	Sta	+3
Trick:		
Tumble:	Sta	+2
Weave:		
Wile:	Sta	+3
Writ:	Sta	+2

Tongues

Lawful-hearted-leeward / Influential and strong-willed, yet contemplative. / Stern face with keen, analytical eyes.

Liferview / Personality / Description

Grit	
Maximum:	20
Impaired:	10
Traumatized:	5
Healing Mod:	2
Current Tally:	20

Combat Speed	
Sprint Walk:	2
Stride Walk:	1
Sprint Swim:	1
Stride Swim:	1
Sprint Climb:	1
Stride Climb:	1

Harm Yields			
Category:	Score:	Category:	Score:
Wreck:	-1	Logos:	•
Whelm:	-2	Chaos:	±0
Flare:	±0	Charis:	•
Frost:	±0	Hubris:	±0
Gleam:	±0	Hallow:	•
Gloom:	-1	Heinous:	±0
Rasp:	-1		
Rot:	±0		
Shake:	±0		
Shock:	-1		
±0 = Susceptible -(NUMBER) = Resistant +(NUMBER) = Vulnerable • = Immune			

Pneuma	
Maximum:	9
Current Tally:	9

Entwine	
Maximum:	9
Current Tally:	9

Strive	
Maximum:	15
Fatigued:	7
Exhausted:	3
Current Tally:	15
Hold Breath:	45

Travel Speed	
Jog Walk:	1
March Walk:	1
Jog Swim:	1
March Swim:	1
Jog Climb:	1
March Climb:	1

Jump Distance	
Stand Hop:	2
Run Hop:	3
Stand Leap:	4
Run Leap:	6

Burden Weight	
Burden Load:	15
Unburdened:	15
Press Lift:	98
Thrust Lift:	68
Dead Lift:	150
Burden Penalty:	±0

Coins	
Gold:	1
Silver:	7
Copper:	4
Platinum:	0
Electrum:	0
Brass:	0

Strike Roottrait: Brw		Physical Attacks			Harm Roottrait: Lth	
Melee Strike Mod:	+2	Melee Harm Mod [x1]:	±0	Melee Harm Mod [x½] (†):	±0	
Barrage Strike Mod:	+2	Barrage Harm Mod [x1]:	±0	Barrage Harm Mod [x½] (†):	±0	
Hand-to-Wield / Weapon / Range:		Stance:	Parry—Wreck:	Assail Defense:	Strike Mod:	Base Harm
						Sta: Imp: Adv: Harm Mod:
Bothhand longwand: melee 1		Offensive	-2	Nml	+2	1d6 4 6 ±0
Mainhand longwand: melee 1		Transitive	-3	Nml	+2	1d4 3 4 ±0
Mainhand longwand: melee 1		Defensive	-4	Nml	+2	1d2 2 — ±0

Weapons • Conduits • Armors • Shields	Entwine Slots:	Resistant Bonuses		Penalties			Strike Bonus:	Harm Bonus:	Weight:
Object / Craftsmanship / Materials / Magic:		Wreck:	Whelm:	Lifeskills:	Speed:	NML:			
Mediocre pinewood longwand (common)	0	—	—	—	—	—	±0	±0	2
Mediocre goatwool cloth armor (common)	0		±0	±0	±0	±0	—	—	7

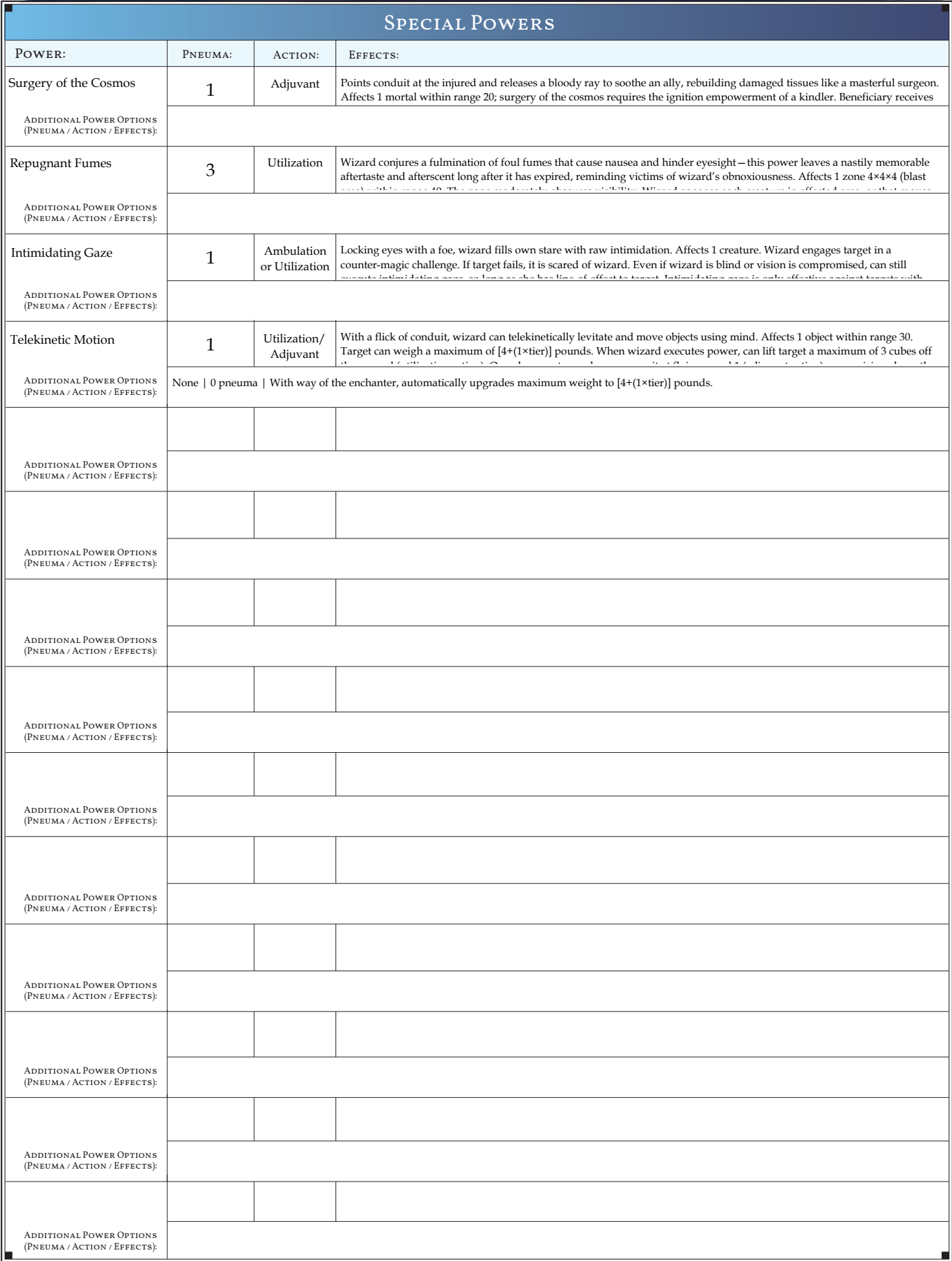
Donned or Carried Combat Gear		
Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Extraordinary garments/vestments; pouches (2)	0	3.5
Scrollcase; quill; ink vials (2); parchments (10)	0	1
Healing inscriptions [medial]: 2 doses; [apex]: 2 doses	0	1
Coins; painite (14 golds)	0	0.5

Hauled or Stowed Travel Gear		
Object / Craftsmanship / Materials / Magic:	Entwine Slots:	Weight:
Backpack; bedroll; blanket	0	8
Waterskins (3); waybread (24)	0	21
Flint and iron; torches (8)	0	8.75
Silken rope [50 feet]; grappling hook	0	8

MAGICAL ATTACKS									
STRIKE ROOTTRAIT: <u>Glt</u>		HARM ROOTTRAIT: <u>Smt</u>							
STRIKE MOD: <u>+4</u>		HARM MOD [x1]: <u>+3</u>		HARM MOD [x¾](†): <u>+3</u>		HARM MOD [x½](†): <u>+2</u>		HARM MOD [x¼](†): <u>+1</u>	
POWER:	TYPE / RANGE / TARGETS OR AREA:	PNEUMA:	HARM CATEGORY:	ASSAIL DEFENSE:	STRIKE MOD:	BASE HARM			HARM MOD:
						STA:	IMP:	ADV:	
Bladestorm (Version 1)	Blast Area Barrage 20; 1 Zone 4×2×2	0	Wreck Rasp	Nml	+4	1d4 1d4	3 3	4 4	+1
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Can cause bladestorm to persist. Each creature that starts its turn in affected area, or moves into area on its turn, is attacked (equivalent to primary attack). The zone moderately obscures visibility. Duration 1 encounter.								
Bladestorm (Version 1)	Blast Area Barrage 20; 1 Zone 7×2×2	0	Wreck Rasp	Nml	+4	1d4 1d4	3 3	4 4	±0
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Can cause bladestorm to persist. Each creature that starts its turn in affected area, or moves into area on its turn, is attacked (equivalent to primary attack). The zone moderately obscures visibility. Duration 1 encounter.								
Fireorbs (Version 1)	Blast Area Barrage 20; 1 Zone 1×1×1	0	Flare	Ftl	+4	1d12	8	12	+3
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 1 pneuma Can convert fireorbs to raw fire meant to burn foes from the outside, assailing Nml instead of Ftl. Adjuvant 1 pneuma Can cause fireorbs to persist, igniting a ball of fire (1 zone 1×1×1, blast area) where each target was attacked, regardless of whether the								
Fireorbs (Version 2)	Blast Area Barrage 20; 2 Zones 1×1×1	0	Flare	Ftl	+4	1d10	7	8	+3
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 1 pneuma Can convert fireorbs to raw fire meant to burn foes from the outside, assailing Nml instead of Ftl. Adjuvant 1 pneuma Can cause fireorbs to persist, igniting a ball of fire (1 zone 1×1×1, blast area) where each target was attacked, regardless of whether the								
Fireorbs (Version 3)	Blast Area Barrage 20; 3 Zones 1×1×1	0	Flare	Ftl	+4	1d8	5	8	+2
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 1 pneuma Can convert fireorbs to raw fire meant to burn foes from the outside, assailing Nml instead of Ftl. Adjuvant 1 pneuma Can cause fireorbs to persist, igniting a ball of fire (1 zone 1×1×1, blast area) where each target was attacked, regardless of whether the								
Moaning Oubliette	Wall Area Melee 5; 10 Zones 1×1×1	0	Gloom	Mfl	+4	1d4	3	4	+1
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Can cause moaning oubliette to persist. Each creature that starts its turn in affected area, or moves into area on its turn, is attacked (secondary attack equivalent to primary attack). Wall strongly obscures visibility. Duration 1 encounter.								
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):									
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SPECIAL POWERS

POWER:	PNEUMA:	ACTION:	EFFECTS:
Hardy Fortitude	0	None	Reduces any cumulative armor and shield speed penalty by 1 and Nml penalty by 1 (does not reduce the armor or shield penalties separately – reduction applies to each total armor plus shield penalty).
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 2 pneuma Grants bonus resistant whelm 1, rasp 1, rot 1 and shock 1; +1 power bonus to Ftl; and avail:1 on checks related to avoiding the jostled, imbalanced and prostrated conditions – or defying involuntary movement, like push attacks. Duration 1 encounter.		
Sustenance of the Earth [Pending 16th Level]	1	Ritual	Grants 1 meal's worth of sustenance (instantaneous) and the ability to hold breath an extra 150 rounds (5 minutes). The breath-holding bonus can be applied any time within 12 hours of completing the ritual.
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 range 0, as a mortal attacker must move into the same cube as the target. If the standard strike roll is successful, the attacker
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Omen	3	Ritual	Calls upon the object of personal faith, requesting an omen, premonition or insight into a question or problem. Can ask a specific question or just open one's mind to whatever the unknown information source has to say about an unexpected topic.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Radiance	1	Ambulation or Utilization	Designates a tiny emanation point for rays of light that stream outwards in all directions, illuminating an orb. Chooses lighting's intensity, which can range from that of a candle to daylight. Depending on existing light levels in the area, arcane
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Shadow	1	Ambulation or Utilization	Designates a tiny emanation point for tendrils of darkness that reach out in all directions, shadowing an orb. Chooses darkness's intensity, which can range from that of faint dimness to total blackness, producing weak to full obscurement.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Arcane Sigil	1	Ritual	Draws a unique personalized symbol – up to 1 foot tall and 1 foot wide – upon a solid object. It is impossible for any other magician to exactly copy arcane sigil, though an illusion might be used to temporarily mimic it. Further, two sigils might be
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Channeling	3	Ceremony	Can wield magical powers through the aid of a conduit. To wield conduit safely, must entwine conduit through self. Can at most entwine three conduits at a time. Duration indefinite.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Countering	1	Adjuvant	Initiate a counter-magic challenge, pitting the magic within self versus that of another creature. Challenge begins upon own turn and assails a susceptible ongoing magical effect, per the trial-resolution system. The ongoing effect could be anything
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Deciphering	1	Ambulation or Utilization	Try to read and write magical symbols for the duration; magical languages are wholly symbolic or pictographic (rather than phonetic), based on markings that each have individual meaning, so basic literacy is not required. Duration 1 hour.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Magic Sensing	1	Ritual	Feel magic within objects that are imbued with magical power. Cannot sense or evaluate magic contained within other creatures, such as the scope of a rival cleric's magical prowess and powers. Affects an aura of range 5. Within affected aura,
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Rune of Ruse	1	Ambulation or Utilization	Create rune on surface of object that wards 1 zone 1×1×1 or 1 zone 3×3×3 or 1 zone 5×5×5 (invoker's choice); rune is no smaller than 1"-x-1", no larger than surface of entire warded area; rune can glow brightly or dimly, or not at all – rune will
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Adjuvant 1 pneuma Attach either arcane radiance or arcane shadow to rune as trigger in warded area. Adjuvant 10 pneuma Extend rune's duration to indefinite.		
Way of the Enchanter	0	None	Grants +1 bonus to strike and to harm with magical attacks. Gains proficiency with light armor, light and medium shields, and heavy and double held weapons. Gains deceiving distortion without spending access slot.
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):			
Deceiving Distortion	2	Ambulation or Utilization	Manipulating light waves, wizard conjures an illusion around self creating a blurry image, making it more difficult for opponents to take aim at wizard. An enemy who executes an attack assailing wizard's Nml suffers a –2 strike penalty. The
ADDITIONAL POWER OPTIONS (PNEUMA / ACTION / EFFECTS):	Additional Power Option: Adjuvant action 1 pneuma With way of the enchanter, can heighten the blurriness, so enemies suffer a –4 penalty to attacks assailing Nml. Duration 1 encounter.		



SPECIAL POWERS

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