

Player:

Name: *Wakiodha*

Culture: *Alagoth*

Milieu: Duadha

Session:

Heritage: *Duadha*

Age: Adult

Gender: *He / Him*



Epithets

War Epithet: +1 die

[Player Fills in]

Augment (Labor), Low Art (Unravel), Low Art (Provoke)

2nd Epithet: +1 die-wound

Name _____

Rewards

3rd Epithet: +1 die

Name _____

Rewards

4th Epithet: +1 die wound

Name _____

Rewards

Alignments

Patron to Sherezan

Partronage

Teacher of Sherezan and committed
to her growth away from the
strict life of nomad Alagoths

Druid of The Celeste Elm Circle

Membership

All rights and acceptance of a practicing druid in the Celeste Elm community

Title

Type

Description

Inventory

Can Carry (16

Can Wear (8

Carrying

[Player Fills in]

Simple Action
to move items
from Carry
to Vest

Wearing

Sword (2)
Soft Armor (6)

Total**Total 8**

Experience

Banked Renown

Renown for Next Epithet

EVERY TURN, EVERY TIME
Roll One set of Dice
Target = Aptitude + Aptitude

Dice



Aptitudes

	aug.	mod.	Rank	TRAIT	
4 Cunning	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	4	4	Tacks/Turn
3 Fight	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	3	1	Damage/Die
1 Relate	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	1	-0	Upkeep
3 Guile	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	3	3	Investment
3 Thrive	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	3	17+	Base Guard
5 Touch	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	5	+3	Initiative
3 Labor	<input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	4	8	Ground
2 Move	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	2	3	Rolls/Round

aptitude + augment + modifier = rank, (page 217 = trait)

Arts & Talents

Footing

Effects

Carvass (Raw)	Gui-Touch	Retrieve IDEA from target
Loom Magick	TOUCH	Hits can learn Epithets
-Provoke Nature	Tch-Gui	Indirect Attacks; Hardness +3, Load up to 12
-Thread Stalk	Tch-Cnng	Hit = 100 yrds; IDEA or FACT
-Unravel	Tch-Fght	Grapple-Melee; 5 Shock/Hit

Equipped Ranges

load / balance

unarmed	Locks & Joint Strikes		
grapple	-		
reach	Sword	2	4
melee	-		
long	-		
ammunition	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Health & Wounds

armor + aura + guard =
defense threshold

aura	-
armor	3
guard	<div>base guard trait + 4d10 - shock</div> <div>8 ground shock</div>
Wounds	<div>OOOOOO</div> <div>[-1] durable penalty per wound</div>

Blood	8
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Source	
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Advantages: disrupt footing ~ simple action
[-1] momentary ~ take range ~ overcome durable