



NAME:

Falco Goodsong

WILLPOWER POINTS

17

HIT POINTS

12

DEATH ROLLS
SUCCESSSES
FAILURES

■■■
■■■

ARMOR

BANE ON SNEAKING ■
EVADE ■ ACROBATICS ■

KIN:

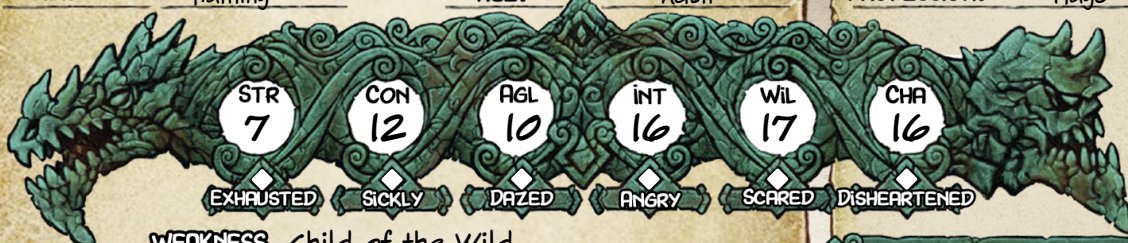
Halfling

AGE:

Adult

PROFESSION:

Mage



WEAKNESS child of the Wild

- | | | |
|---------------------|---------------------------|---------------------------|
| ■ 4 AXES (STR) | ■ 5 ACROBATICS (AGL) | ■ 7 LANGUAGES (INT) |
| ■ 5 BOWS (AGL) | ■ 7 AWARENESS (INT) | ■ 7 LEGENDS (INT) |
| ■ 4 BRAWLING (STR) | ■ 14 BARTERING (CHA) | ■ 7 PERFORMANCE (CHA) |
| ■ 5 CROSSBOWS (AGL) | ■ 14 BEAST LORE (INT) | ■ 14 PERSUASION (CHA) |
| ■ 4 HAMMERS (STR) | ■ 7 BLUFFING (CHA) | ■ 5 RIDING (AGL) |
| ■ 5 KNIVES (AGL) | ■ 14 BUSHCRAFT (INT) | ■ 7 SEAMANSHIP (INT) |
| ■ 5 SLINGS (AGL) | ■ 7 CRAFTING (STR) | ■ 5 SLEIGHT OF HAND (AGL) |
| ■ 4 SPEARS (STR) | ■ 10 EVADE (AGL) | ■ 10 SNEAKING (AGL) |
| ■ 10 STAVES (AGL) | ■ 14 HEALING (INT) | ■ 14 SPOT HIDDEN (INT) |
| ■ 4 SWORDS (STR) | ■ 5 HUNTING/FISHING (AGL) | ■ 5 SWIMMING (AGL) |

WEAPONS

GRIP

RANGE

DAMAGE

DUR.

FEATURES

Staff

2H

2m

1D8

9

Bludgeon, Topple

ABILITIES & SPELLS

Hard to catch: 3WP Dodge Boon

Birdsong: call birds, Awareness Boon

Sense magic

Fetch: retrieve small obj within 10m

Treat wound: touch, heal 1d6
+1d6 per power levelEnsnaring roots: 10m, immobilize
target, evade roll to escapeLightning flash: 30m, 1D6 + 1D6 per pow lv,
jumps to new target 2m, does D4's dmg
can be dodged as a ranged attack

SECONDARY SKILLS

Animism ■ 14

DAMAGE BON. STR

-

DAMAGE BON. AGL

-

MOVEMENT

8

ENCUMBRANCE LIMIT

INVENTORY

4

1 Backpack

2 4x Field Ration

3 Grimoire

4 Bandages

5

6

7

8

9

10

MEMENTO

An ornate key

TINY OBJECTS

Flint & tinder
tallow candles

COPPER

SILVER

GOLD