

Character: Ilex

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 21 (21) Size: -1 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per	(sharp)	+2
Presence	Pre	(quiet)	-2
Communication	Com	(quiet)	-2
Strength	Str	(solid)	+2
Stamina	Sta	(solid)	+1
Dexterity	Dex	(graceful)	+2
Quickness	Qik	(nimble)	+2

Virtues and Flaws

Magical covenfolk (Free, Social Status)
Magical Human (Minor, General)
Magic Might: 10 (Herbam) (Might, 0)
Natural Appearance (Major, General)
Improved Abilities (x1) (Minor, General). +150xp
Improved Recovery (Minor, General). (Baneful Circumstances means only recover while rooted)
Magic Bow (x2) (Improved Atk, Dam) (Minor, General). Ilex's personal bow (including any conjured by him and wielded by him) has Improved Atk (+2) and Improved Damage +3
Puissant Bows (Minor, General)
Warrior (50/50) (Minor, General)

Greater Power (x1) (Major, General)
Focus Power (Major, General)
Personal Power (x2) (Minor, General)
Wilderness Sense (Minor, Supernatural)
Pagan (Major, Story)
Ability Block (Logic) (Minor, General)
Baneful circumstances (when not rooted) (Minor, General). Cannot recover Might, Fatigue, or heal wounds unless rooted in ground
Essential Flaw (Antisocial) (Minor, General)
Higher Purpose (Protect the forests) (Minor, Personality)
Sheltered Upbringing (Minor, Personality)
Small Frame (Minor, General)



Birth Name:
Year Born: 0
Gender: Male
Race/Nationality: Loamwalker
Birth Place:
Religion: Old Gods
Title:
Height: 140 cm
Weight: 55 kg
Hair: Brown
Eyes: Brown
Handedness: Left

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Animal Handling (hounds)	2
15	Anjou Lore (geography)	2
15	Aquitaine Lore (geography)	2
15	Athletics (climb)	2
30	Awareness (woods)	3
50	Bows (Bow, Long)	4+2
30	Brawl (Fist)	3
5	Covenant Lore (people)	1
15	Finesse (crafting)	2
50	French (slang)	4
50	Hunt (tracking)	4
5	Magic Lore (creatures)	1
15	Magical Meditation (recover Might)	2
15	Penetration (Herbam)	2
50	Single Weapon (Spear, Short)	4
30	Stealth (natural areas)	3
30	Survival (woods)	3
15	Thrown Weapon (Javelin)	2
10	Wilderness Sense (woods)	2

Powers

Crafter of Wood, Points (upto): 3, Initiative: 0, Form: Herbal:
Duplicate any non-Ritual Creo, Muto or Rego spell pertaining to wood (living or dead), at a cost of 1 Might per magnitude. Max level = Might+5 (15) (XxHe 15, Focus Power 15 lvls, +5 max lvl, +1 Init)
From Hill to Hollow, Points: 0, Initiative: 0, Form: Herbal: Move instantly from one tree to another that you can see, within 50p. R: Per, D: Mom, T: Ind (ReCo(He) 15, Personal Power 15 lvls, -2 Might)
Stride of the Impatient Human, Points: 1, Initiative: 0, Form: Corpus:
Change into a human being until the sun sets or you decide to end the effect. R: Per, D: Sun, T: Ind (MuHe(Co) 20 (base 5, +2 Sun, +1 Siz), Personal Power 20 lvls, -1 Might)
Walk Among the Ancients, Points: 1, Initiative: 0, Form: Herbal, Initiative: -2: Can see into the Herbal province of the Twilight Void, passing through a tree's vestige to lead others to another place, giving a bonus to Vestige Travel of +18. R: Per, D: Mom, T: Ind (InHe 35 (base 25, +2 siz), Greater Power 35 lvls, -3 Might)

Personality Traits	SCORE
Antisocial	+3
Essential Trait	
Quiet	+1
Pagan Belief	+3

Reputations	SCORE

Notes

Ilex is a Loamwalker - a Holly tree with the power to become as human, but must return to the ground to rest and heal.

Fatigue Levels
<input type="checkbox"/> Fresh
<input type="checkbox"/> 0 2 min. Winded
<input type="checkbox"/> -1 10 min. Weary
<input type="checkbox"/> -3 30 min. Tired
<input type="checkbox"/> -5 1 hr. Dazed
<input type="checkbox"/> 2 hr. Unconscious

Wounds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	5-8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
Heavy Wounds	9-12	<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"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

Armor
Soak: +1 = 1 (Sta) + 0 (prot) + 0 (Virtues)

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 3 + 0 = +5	--	--	Touch
Bow, Long	2 - 2 + 0 = +0	2 + 7 + 6 = +15	2 + 7 + 0 = +9	2 + 11 = +13	2	30
Spear, Short	2 + 2 + 0 = +4	2 + 5 + 2 = +9	2 + 5 + 0 = +7	2 + 5 = +7	1	
Javelin	2 + 0 + 0 = +2	2 + 3 + 2 = +7	2 + 3 + 0 = +5	2 + 5 = +7	1	10
Fist	2 + 0 + 0 = +2	2 + 4 + 0 = +6	2 + 4 + 0 = +6	2 + 0 = +2	--	Touch
Kick	2 - 1 + 0 = +1	2 + 3 + 0 = +5	2 + 3 - 1 = +4	2 + 3 = +5	--	Touch

Equipment