

## WORLD TREE CHARACTER SHEET

Name		Species		Gender					
Strength	Stamina	Dexterity	Agility	Perception	Faith	Memory	Wits	Will	Charisma

Magic		Knack	Nouns		Knack	Verbs		Knack
Cley Base			Airador			Creoc		
Concentration			Aquador			Destroc		
Feather Casting			Corpador			Healoc		
Finesse			Durudor			Kennoc		
Hammer Casting			Herbador			Mutoc		
Magic Analysis			Illusidor			Ruloc		
Magic Resistance			Locador			Sustenoc		
Magic Theory			Magiador					
Meditation			Mentador					
Ritual Magic			Pyrador					
Spellbinding			Spiridor					
Spont. Force			Tempador					
Fighting		Knack	Athletics		Knack	Rogue Arts		Knack
Archery			Climb			Alertness		
Brawling			Dance			Disguise		
Claws&Teeth			Dodge			Forgery		
Combat Stance Base			Hunt			Make/Pick Locks		
Crushing			Jump			Pick Pockets		
Edged			Ride			Search		
Fencing			Run			Set/Disarm Trap		
Knives			Swim			Sleight of Hand		
Life Base			Track			Sneak		
Pole & Staff								
Thrown								
Social		Knack	Crafts		Knack	Knowledges		Knack
Bargain			Animal Handling			General Knowledge		
Command			Armor Repair			Gods' Tongue		
Empathy			Enchantment			History & Literature		
Etiquette			Medicine			Judge Value		
Flirting			Music			Languages		
Friendliness			Spellweaving			Law		
Guile			Wilds Survival			Natural Science		
Interrogate			Woodworking			Social		
Intimidate						Teaching		
						Theology		

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Quantity	Formula		
Life Points	3x(Stamina + Life Base)		
Bad Injury (Trouble 3)	½ maximum life		
Terrible Injury (Trouble 6)	¼ maximum life		
Incapacitated	0		
Dead	-(Will+Life Base)		
Cley (renewed at dawn)	Faith + Cley Base +d6		
Magic Resistance	Magic Resistance skill		
Attack	Dex+weapon+ weapon mods		
Base Damage	see weapon		
Damage Increment	see weapon		
Defense	Agil+Dodge+ armor mods		
Soak	sum of armor soaks		

Combat Options Known		
Activity	Summary	Expert
<input type="checkbox"/> Vary Stance	Pick Stance on action. Add to Attack, subtract from Defense.	<input type="checkbox"/> change by 3 (defense)
<input type="checkbox"/> Pull Punch	Pick damage penalty for this hit.	<input type="checkbox"/> pick after hit.
<input type="checkbox"/> Active Shield	Metal shields: +s20 defense, not +10. Wood: +s12, not +6.	<input type="checkbox"/> Defense +s12.
<input type="checkbox"/> Wild Parry	+2s20 on Defense, or +2s6 on Soak. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input type="checkbox"/> Wild Attack	+2s20 on one Attack roll or +2s6 Damage. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input type="checkbox"/> Hit Hard	Attack at -2s10. Damage at +s6, or +2s6 if damage incr. is 4+.	<input type="checkbox"/> Extra +s12 Attack
<input type="checkbox"/> Careful Retreat	Retreat d12 feet. +s12 on one Defense roll.	<input type="checkbox"/> Extra +s12 defense
<input type="checkbox"/> Hit Precisely	Add s20 to Attack. Damage at -s6 or -2s6 for damage incr. 4+	<input type="checkbox"/> Extra +s12 Attack
<input type="checkbox"/> Hinder/Drive Back	On hit, foe has Trouble (Triumph+1)d6/driven back, or takes hit at +s6 damage.	<input type="checkbox"/> Double effect
<input type="checkbox"/> Tighten Stance	Roll Agil+CSB+s20 of 30+ to switch to neutral stance, at end of action.	<input type="checkbox"/> 40+ for at beginning
<input type="checkbox"/> Prepare Attack	Skip this attack; be in neutral stance. Get +s20 on next Attack.	<input type="checkbox"/> May stack three
<input type="checkbox"/> Break Armor	Damage at -s6. Reduce Soak by 1 (d3 on Triumph 3+).	<input type="checkbox"/> d3 or d4 points
<input type="checkbox"/> Multiple Weapons	See text.	<input type="checkbox"/> see text
<input type="checkbox"/> Careful Parry	+s20 Defense / +s6 Soak this action. -2s10 next Attack.	<input type="checkbox"/> +s12 Defense extra
<input type="checkbox"/> Cripple	Attack at -10; damage -s6; cause Trouble d6 if you hit.	<input type="checkbox"/> +s12 on attack
<input type="checkbox"/> Force Opening	Neutral stance. Take +s6 damage. Your next attack is +s20.	<input type="checkbox"/> stack 3
<input type="checkbox"/> Counterattack	Subtract 3s10 from Defense. Then attack enemy at -3s10, off initiative.	<input type="checkbox"/> Extra +s12 both
<input type="checkbox"/> Disarm	Roll Dex+Weapon+s20 vs. defender's Dex + CSB+s20 for foe's choice of drop weapon or hit at +2s6 damage. Fail is -s6 damage.	<input type="checkbox"/> Unsuccessful means regular hit.
<input type="checkbox"/> Feint	-s10 on Attack; roll Dex + CSB + s20 of 30+ to change options.	<input type="checkbox"/> Extra +s12 on roll.
<input type="checkbox"/> Subdue	Attack at -s10. Foe recovers some damage after s6 hours.	<input type="checkbox"/> Better recovery
<input type="checkbox"/> Mighty Blow	Double Stance for Attack, +2s6 damage; can't change stance fast.	<input type="checkbox"/> +s12 atk or +s6 dam
<input type="checkbox"/> Sweep Weapon	Hit at N people at -Ns10 Attack each.	<input type="checkbox"/> Extra +s12 on one.

Note: Stress dice from combat options do not botch.

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Adv+	Disad -	Name	Page	Details
		<b>TOTALS</b>		

Interesting Possessions

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Bound Spells				
#	Spell	Verb, Noun, Cplx	Power	Cost
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

**Cash:**

**Age:**

**Birthday and year:**

**Time cley is refreshed:** (ordinarily dawn)

**Short Self-Description:**

**Background story:**

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