

**Character Info**

Character **Valkarr the Fierce** Player

**Appearance**

Valkarr the Fierce hails from the savage lands far from here. He is clad in a cloak made from the hides of several bears, representing his taking of their power. He tends to shun weapons, preferring his snarled fingernails, capable of shredding through skin like animal claws.

**Motives / Hidden Information**

- Hunt Animals    • Respect Natural Order
- Distrust Magic   • Never Break Oaths

*Valkarr is a typical barbarian in looks, but not the common "raging" type seen in other game systems. He is more akin to a druid or ranger, in the way that he has a kinship with animals and a natural affinity with various plants found in the wild.*

<b>Brawn</b> +3	<b>Finesse</b> -2	<b>Roll Results</b> Good 8+    Bad 13-	<b>Total XP Level</b> 10 <b>Unspent XP</b> 0	<b>Treasure</b> 0
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<b>Mind</b> -1	<b>Spirit</b> +1	<b>CN</b>	<b>Conditions</b>	<b>Defenses</b>
				Cold Environment
				Tough Hide Cloak
				Noble Savage

Temporary Traits

General Traits
0

Inventory Slots		Item Traits	
1	<b>Fiveskin Cloak</b> <i>Stitched together with the pelts from five different bears.</i>	C <b>Defensive</b>	1
		E <b>Environmental (Cold)</b>	1
		I	0
2	<b>Camping Supplies</b> <i>Makeshift tarp bag, ropes and pegs, flint and tinder</i>	C	0
		E	0
		I	0
3		C	0
		E	0
		I	0
4		C	0
		E	0
		I	0
5		C	0
		E	0
		I	0

Traits/Upgrades		
Combat	Exploration	Interaction
1	2	2
<b>Rend (Beast)</b> You can attack someone to give them the condition "Bleeding Out."	<b>Survival Skills (Tracking)</b> You can survive indefinitely off the land, no matter how harsh the conditions. You can also provide for about a dozen other people. When you sleep in the wilderness, treat it as comfortable bed rest with medical attention.	<b>Beast Master (Beast)</b> You can communicate with animals.
	<b>Field Alchemy (Alchemy)</b> You can harvest rare reagents. When you do, the GM tells you what trait the reagent contains. You can perform alchemy to transform the reagent into an elixir. Anyone who drinks it gains that trait as a temporary trait for several minutes.	<b>Noble Savage (Savagery)</b> Gain the defense "Noble Savage □." Mark it when you suffer a Bad Tale that relates to laws, high culture, and the trappings of civilization. When you do, choose someone; their disposition toward you significantly improves.

**Instructions**

To use this character sheet:

1. Log in to your Google Drive (a free service)
2. Click "File," then "Make a copy..." This will create a copy in your Google Drive.
3. Fill out the character sheet, then delete these instructions.
4. Edit and personalize this document however you want!

Green/yellow/red boxes contain formulae that will automatically fill in. Editing these boxes will delete the formulae.

Putting numbers in the **Brawn**, **Finesse**, **Mind** and **Spirit** boxes will automatically deduct or add the correct amount of XP.

As items gain **Item Traits**, add a new line to the relevant **Item Traits** box. For example a spear might have:

C	Melee (Heavy) Reach	2
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for a total of two **Combat Item Traits**. The number of traits will be automatically counted in the box on the right. Remember to deduct the correct amount from your **Treasure** as this is not done automatically.

Adding **Traits** will deduct the required Exp for those traits. You can see the number of traits you have of each type at the top of the column. It will be green if you can afford a new trait of that type.

Put **Trait Upgrades** in their own box as though they are new traits. This will ensure that the Exp cost is calculated correctly.

Trait boxes will automatically expand to fit their contents.




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