

Evergreen

playtest 1.5

Torka is a hardy troll warrior. She is deeply dedicated to her people's culture and is looking to uncover their old secrets. She fights with an enormous axe, a woodwoven haft around a stone head, but she is just as likely to invoke the Green to manifest tooth and claw against her foes.

SKILLS

Clashing	●●●●●
Communion	●●●●●
Discretion	●●●●●
Evasion	●●●●●
Hunting	●●●●●
Intuition	●●●●●
Ken	●●●●●
Luck	●●●●●
Spirit	●●●●●
Stability	●●●●●
Succor	●●●●●
Vigor	●●●●●

A character's drive and fault are tied to the progression system in Evergreen. You will learn more about it in future playtests. For now you can use your drive and fault to help roleplay your character.

Drive

Elevate trollkind
to their past glory

Fault

Blind to nuance

Lucky Breaks



used to reroll failed rolls
+1 per rank in Luck

Breaths



+1 per rank in Vigor

Steel



+1/2 for light/heavy armor

Wits



+1 per rank in Stability

Wounds



Recovery



Reeling



Recovery



This area is reserved for tracking your character's experience. You will learn more about Evergreen's progression system in future playtests.

TRAITS

Wildborn Rampage: Whenever Torka inflicts harm with Clashing or harm is inflicted on her, she can choose to start Rampaging. While Rampaging, her first Clashing attack each round causes 1 additional harm as she lets go of ethics and restraint, but she has a snag to all defensive rolls. Her Rampage lasts until she calms down, usually when the fighting ends, and she cannot end it voluntarily.

Born of the Land: While Rampaging, Torka manifests animalistic features: she gains a boon to a skill of her choice, depending on the form she adopts.