

Evergreen

playtest 1.5

Karkut is an outgoing, likeable troll healer. He is traveling to Haven in the hopes of finding a place away from the politics and confusions of the "civilized" world. He wields a quarterstaff (mostly for defense as he is not much of a fighter), and he can sense the presence of Natural magic.

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

People need my help,
even if they don't
quite know it yet

Fault

Can't handle rejection
and failure

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

Medic: Karkut has a boon on all Succor rolls that have to do with physical injury. When his patient rolls to see how fast their Wound will heal after Karkut treats it, they can roll 3d12 and discard the highest die.

Sense of the Wilds: Karkut has an innate sense for magic. He can roll Communion to uncover the presence of the Green.

World-Friend: Animals of the world regard Karkut as an ally. They may assist him in their own ways. They will not risk their lives for him, but they also won't attack him unless extremely desperate or heavily provoked.