

Evergreen

playtest 1.5

Lozko is an old, grumpy goblin and a former caravanner who travels with Itra, his scrutt companion. He knows much about the road and he can still hold his own in a fight. He is hard to get along with due to his sour temper, but he's ultimately trustworthy and dependable.

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

I'm all Itra has left. She deserves a good home to settle down.

Fault

Not a people person

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

Wanderer: Lozko's group has a boon when rolling the Travel Die.

Companion: All that remains from Lozko's old caravan is Itra, his loyal scrutt. Both have learned to depend on each other.

Itra is a companion. Her stats are:

Rank 1 Clashing, Communion, Hunting, Intuition & Vigor (all other skills at 0)

Wounds | Breaths

Tension | Wits

Itra Can take 2 Moments to attack with Hunting for 1 harm.

Note: Lozko has a snag to Communion due to his light armor.