

## ⊕ Character Index ⊕

|              |                 |                 |   |
|--------------|-----------------|-----------------|---|
| <b>Name</b>  | <b>Stock</b>    | <b>Age</b>      | <b>Lifepaths</b>  |
| <i>Sven</i>  | <i>Man</i>      | <i>42</i>       | <i>City Born, Shopkeeper, Coin Clipper, Moneylender, Banker</i> |
| <b>Alias</b> | <b>Homeland</b> | <b>Features</b> |   |
|              |                 |                 |   |

## ⊕ Beliefs ⊕

Belief 1  
(F: ○ P: ○ D: ○)

Belief 2  
(F: ○ P: ○ D: ○)

Belief 3  
(F: ○ P: ○ D: ○)

Belief Special  
(F: ○ P: ○ D: ○)

## ⊕ Instincts ⊕

Instinct 1  
(F: ○ P: ○ D: ○)

Instinct 2  
(F: ○ P: ○ D: ○)

Instinct 3  
(F: ○ P: ○ D: ○)

## ⊕ Traits ⊕

Character Traits  
*Paranoid, Intense*

Die Traits  
*Light Sleeper*

Call-On Traits  
(Describe trait and the skill it affects)  
*Penny-wise*

## ⊕ Relationships ⊕

Relationships  
*My wife*  
*My rival*

Circles

Named Circles

Enemy Circles

## ⊕ Gear, Possessions and Property ⊕

*Clothes, Shoes, Finery, Riding Mount Or Pack Animal, Personal Effects, Property, A Successful Small Business, Property, A Manor Or Small Estate*



## ⊕ Artha and Epiphanies ⊕

Fate **F** Open-end 6s  
Persona **P** +1D per point  
Deeds **D** Double dice or reroll a failed dice

*Epiphany (permanent shade shift)*  
3 Deeds points, 10 Persona points and 20 Fate points  
*Aristeia (temporary shade shift)*  
1 Deeds points, 3 Persona points and 5 Fate points

|  |  |  |  |
|--|--|--|--|
| <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> |
| <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> | <b>Skill</b> _____<br>Total Artha Spent <b>F P D</b> |

## ⊕ Notes, Spells and Other Miscellaneous ⊕

## ⊕ Skills Being Learned ⊕

Aptitude equals 10 minus Stat:  
Perception Aptitude 4 | Will Aptitude 7 | Agility Aptitude 6 | Speed Aptitude 7 | Power Aptitude 8 | Forte Aptitude 7

| Skill Name | Aptitude | Tests toward Aptitude |
|------------|----------|-----------------------|
| _____      | ○        | ○○○○●                 |
| _____      | ○        | ○○○○●                 |
| _____      | ○        | ○○○○●                 |
| _____      | ○        | ○○○○●                 |
| _____      | ○        | ○○○○●                 |
| _____      | ○        | ○○○○●                 |

## ⊕ Practice Log ⊕



## Stats

Will **B** 3

tests for advancement  
— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Power **B** 2

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Agility **B** 4

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Perception **B** 6

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Forte **B** 3

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Speed **B** 3

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Stride: 7 Mounted Stride: \_\_\_\_\_

## Attributes

Health **B** 3

tests for advancement  
— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Reflexes **B** 4

Average of Per, Agt, Spd, Round down.  
Reflexes advances as the stats do.

Steel **B** 4

— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Mortal Wound **B** 8

Average of Power and Forte (plus 6),  
round down. MW advances as the stats do.

Hesitation 7

(Hesitation = 10 - Will exp)

Circles **B** 2

tests for advancement  
— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Reputation

Reputation

Reputation

Affiliation

Affiliation

Affiliation

Resources **B** 6

tests for advancement  
— Routine: ○○○○  
— Difficult: ○○○○  
— Challenge: ○○○○



Tax

Cash

Funds/Property

Loans/Debt

## PHYSICAL TOLERANCES GRAYSCALE

| Tolerance  |    | Su |    | Li |    | Mi |    | Se |    | Tr  |     | Mo  |     |     |     |     |  |  |  |
|------------|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|--|--|--|
| Coordinate | B1 | B2 | B3 | B4 | B5 | B6 | B7 | B8 | B9 | B10 | B11 | B12 | B13 | B14 | B15 | B16 |  |  |  |
| Injury     | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○   | ○   | ○   | ○   | ○   | ○   | ○   |  |  |  |
|            | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○  | ○   | ○   | ○   | ○   | ○   | ○   | ○   |  |  |  |

| Wound       | Penalty         | Obstacle Penalties | Wounded Dice | Injury Recovery | Injury Recovery | Injury Recovery |
|-------------|-----------------|--------------------|--------------|-----------------|-----------------|-----------------|
| Superficial | +1 Ob/2, -1D/3* |                    |              |                 |                 |                 |
| Light       | -1D             |                    |              |                 |                 |                 |
| Midi        | -2D             |                    |              |                 |                 |                 |
| Severe      | -3D             |                    |              |                 |                 |                 |
| Traumatic   | -4D             |                    |              |                 |                 |                 |
| Mortal      | Incapacitated   |                    |              |                 |                 |                 |



\*The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is suffered, the obstacle penalty is replaced with a -1D penalty.

## Skills

Merchant-wise **B** 3

Haggling **B** 3

Accounting **B** 4

Observation **B** 3

Streetwise **B** 3

Forgery **B** 2

Falsehood **B** 1

Intimidation **B** 3

Counterfeiting **B** 2

Coin-wise **B** 3

Currency-wise **B** 3

Administration **B** 3

Soothing Platitudes **B** 1

Oratory **B** 1

Persuasion **B** 4

## Weapons and Armor

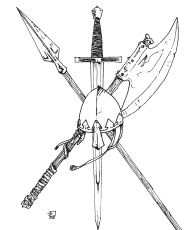
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.  
Superb— 1.5x Mark (round down)

| MELEE     | I | M | S | Add | VA | WS | Length   |
|-----------|---|---|---|-----|----|----|----------|
| Bare fist | □ | □ | □ | 2   | -  | 3  | Shortest |
|           | □ | □ | □ |     |    |    |          |
|           | □ | □ | □ |     |    |    |          |
|           | □ | □ | □ |     |    |    |          |
|           | □ | □ | □ |     |    |    |          |

### MISSILE WEAPONS

| I                   | M       | S      | VA | ammunition |
|---------------------|---------|--------|----|------------|
| □                   | □       | □      | □  |            |
| Range Dice: Optimal | Extreme | DOF: I | M  | S          |

| I                   | M       | S      | VA | ammunition |
|---------------------|---------|--------|----|------------|
| □                   | □       | □      | □  |            |
| Range Dice: Optimal | Extreme | DOF: I | M  | S          |



### ARMOR

| Dice    | Location  | Type |
|---------|-----------|------|
| ○○○○○○○ | Head      |      |
| ○○○○○○○ | Torso     |      |
| ○○○○○○○ | Right Arm |      |
| ○○○○○○○ | Left Arm  |      |
| ○○○○○○○ | Right Leg |      |
| ○○○○○○○ | Left Leg  |      |
| ○○○○○   | Shield    |      |

### Clumsy Weight

STEALTHY: \_\_\_\_\_ SPEED: \_\_\_\_\_

PERCEPTION: \_\_\_\_\_ AGILITY: \_\_\_\_\_

## Traits

### Intense

Character

### Light Sleeper

Die

Light sleepers are easily roused from slumber. They are always allowed the benefit of a Perception test to wake up when a noise is heard or someone is creeping about their room. Make the test as if they were awake. If the character has Observation, that can be used in place of Perception. If the test is passed, the character is instantly awake and ready to go. Also, Light Sleeper adds +1 Ob to all Health tests for recovering Tax.

### Paranoid

Character

### Penny-wise

Call-on

Call-on for Resources. This character keeps track of all his expenses, all the way down to the penny!

## Attribute Questions

### Health

Does the character live in squalor and filth? No.

Is the character frail or sickly? No.

Was the character severely wounded in the past? No.

Has the character been tortured and enslaved? No.

Is the character athletic and active? No.

Does the character live in a really clean and happy place, like the hills in the Sound of Music? No.

### Steel

Has the character ever been severely wounded? No.

Has the character ever murdered or killed with his own hand more than once? No.

Has the character been tortured, enslaved or beaten terribly over time?

No.

Has the character lead a sheltered life, free of violence and pain? No.

Has the character been raised in a competitive (but non-violent) culture - sports, debate, strategy games, courting? No.

Has the character given birth to a child? No.