

Character Index

Name **Ril the Sagacious** Stock **Elven Loremaster** Age **475**

Alias _____ Homeland _____ Features _____

Beliefs

F: ☐ Prince Finrir will be Etharch
P: ☐ someday, it is my role to guide him
D: ☐ on this path.

F: ☐ I am the keeper of the greatest of
P: ☐ all treasures — elven history — and
D: ☐ deserve the respect and dignity

F: ☐ that comes with such trust.
P: ☐ All problems can be solved via
D: ☐ research and discourse.

Instincts

F: ☐ Always carry the Tome of Lore
P: ☐ _____
D: ☐ _____

When challenged or questioned,
F: ☐ always offer a wise quotation.
P: ☐ _____
D: ☐ _____

F: ☐ Keep an eye on the prince
P: ☐ _____
D: ☐ _____

Traits

Elven common traits, plus
Etharchal
Patient
Organized
Appreciation for Beauty
Tenacious (pg 287, CB)

Relationships

Etharch Fanrir— most beloved king. prevent the Dwarves from turning
Prince Finrir— heir to the throne. He from negotiation to coercion.
is my charge and my duty! Alitanür— The Prince's lifelong friend.
Eonwë, Swordsinger— A swordmaster He's dangerous and temperamental,
of fabled ability. His presence shall but the Prince wanted him along.

History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Student, Artist,
Song Singer, Bard, Adjutant, Loremaster

Circles **B** 3 *Let it Ride Successes*
tests for advancement
Routine: ☐ ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Primary Reputation 1D rep as preoccupied
Loremaster
Secondary Reputation _____

Primary Affiliation 2D as Loremaster of
the Souther Courts
Secondary Affiliation _____

Resources

Source of Income/Wealth _____

Cache/Loans _____

Debt _____

Resources **B** 3 *Let it Ride Successes*
tests for advancement
Routine: ☐ ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Stats

Will **B** 6 *Let it Ride Successes*
tests for advancement
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Perception **G** 7
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Power **B** 4
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Forte **B** 5
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Agility **B** 5
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Speed **B** 5
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Speed Multiplier: x3.5

Attributes

Health **B** 6 *Let it Ride Successes*
tests for advancement
Routine: ☐ ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Steel **B** 8
Routine: ☐ ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

Hesitation **4**
(Hesitation = 10 - Will exp)

Grief **B** 6
Routine: ☐ ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐

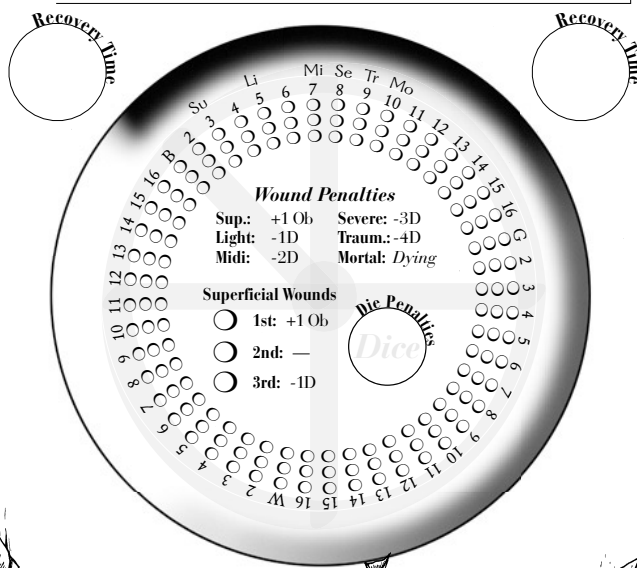
Reflexes **B** 6

Average of Per, Agl, Spd
Ref advances as the stats do.

Mortal Wound **B** 10

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

Physical Tolerances Wheel



Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Elven Script	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Etiquette	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Sing	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Rhyme of Tongues ^s	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Dwarf-wise	G 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Oratory	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Calligraphy	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of the Citadel ^s	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Administration	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Etharch-wise	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Ancient History	G 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Research	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Ages of the Etharch ^s	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Lyric of Law ^s	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Ballad of History ^s	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Lament of Mourning ^s	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Canticle of Years ^s	B 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of the Eldar ^s	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

Skills Being Learned

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

Aptitude equals 10 minus Stat: Perception Aptitude ____ | Will Aptitude ____ | Agility Aptitude ____ | Speed Aptitude ____ | Power Aptitude ____ | Forte Aptitude ____

Additional Skills

Song of Form ^s	<input type="checkbox"/> B 3	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Song of Merriment ^s	<input type="checkbox"/> B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Verse of Friendship ^s	<input type="checkbox"/> B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Tract of Enmity ^s	<input type="checkbox"/> B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Lyre	<input type="checkbox"/> B 3	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
§ these skill songs and	<input type="checkbox"/>	Obstacle	Routine: ○○○○ =	○
spell songs are open-ended	<input type="checkbox"/>		Difficult: ○○○○ =	
			Challenge: ○○○○ =	

Practice Log

Ril is one of a handful of loremasters serving the elven king Fanrir. He has spent lifetimes mastering the speech of nearly every known language, in addition he's wandered the elflands, learning their customs and documenting their lives. Due to his acumen, he has been chosen as tutor and advisor for Prince Finir. He has satisfactorily schooled the young elf in the duties of his rank and in the proper etiquette of performing his function.

Now comes the first test of his instruction with Finir's journey to the Ibunith Hold to strengthen bonds of friendship between the new Prince Vost and the elven people. The Loremaster is acquainted with this history of the Ibunith dwarves—Prince Vost's father was killed while questing to retrieve his lost crown. Vost himself was hastily elevated to his new station upon news of his father's death. Rumor whispers that he was unready and unsuited for the task and is still growing accustomed to his duties.

Still, it is past due for the two peoples to reaffirm their bonds. Thus, a delegation is in order. Ril is quite aware of the traditional and rigid nature of the dwarven culture—the utmost etiquette must be preserved while in their presence in order to prevent an "incident." No one wants an incident.

Artha and Epiphanies

3 2 1

Fate: Open-end 6s
Persona: +1D per point
Deeds: Double dice or reroll failure

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Ability
Total Artha Spent (F) (P) (D)

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

Gear and Possessions

Elven Finery
Elven Shoes
Tome of Lore
Elven Lyre
Elven Mirrorwine
Elven Bread

Weapons Mechanics

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
Bare-fisted	<input type="checkbox"/> B 2	<input type="checkbox"/> B 4	<input type="checkbox"/> B 6	2	-	F
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

MISSILE WEAPONS

I	M	S	VA	ammunition
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Range Dice: Optimal	Extreme	DOF: I	M	S

I	M	S	VA	ammunition
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Range Dice: Optimal	Extreme	DOF: I	M	S

Armor

Dice	Location	Type	Clumsy Weight
○○○○○○	Head		STEALTHY: _____
○○○○○○○	Torso		PERCEPTION: _____
○○○○○○○	Right Arm		SPEED: _____
○○○○○○○	Left Arm		AGILITY: _____
○○○○○○○	Right Leg		
○○○○○○○	Left Leg		
○○○○○	Shield		