

Character Index

Name **warden** Stock **dwarven guilder** Age **225**

ferun

Alias **ferun dirkun** Homeland

Features

Beliefs

F: ☐ The crown was mine to return
P: ☐ (for glory and honor)
D: ☐

F: ☐ I will guard the honor of the
P: ☐ ibuniz with my life.
D: ☐

those who spit upon my low

F: ☐ birth shall be repaid two-fold
P: ☐ for their insults.
D: ☐

Instincts

F: ☐ Assess all around me for any
P: ☐ weapons they carry
D: ☐

F: ☐ Always keep an armed guard with
D: ☐ me.

F: ☐ In matters material and
D: ☐ temporal, defer to the seneschal

Traits

grudge: **uncle oxen** quicky resigned to death
has spit upon me with oddly likeable (cb p 285)
his lies surrounding chuntering hard as nails (cb p 52)
the crown. I swear to chuffing grudgekeeper (cb p 54)
make him pay dearly quick step (cb p 53)
for his insult. iron memory (cb p 52)

Relationships

uncle oxen— fool of a dwarf who prince vost— A naive, sheltered young
tells nothing but lies. He's technically dwarf who needs to be educated in the
the ranking noble in the clan, so he harsh realities of dwarven politics.
can't be acted against directly. seneschal kol— A cunning dwarf who
managed to keep the failing hold
together during these dark times.

History, Circles, Reputation, Affiliations

Lifepaths born guilder, word bearer,
foot soldier, banner banner, are bearer,
horncaller, gray beard, captain, warden

Circles **G 2** Let it Ride
Successes
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation hard-nosed commander 2D Primary Affiliation warden of the ibuniz, 2D

Secondary Reputation Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **B 5** Let it Ride
Successes
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **G 4** Let it Ride
Successes
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

Speed Multiplier: **X3**

Attributes

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

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

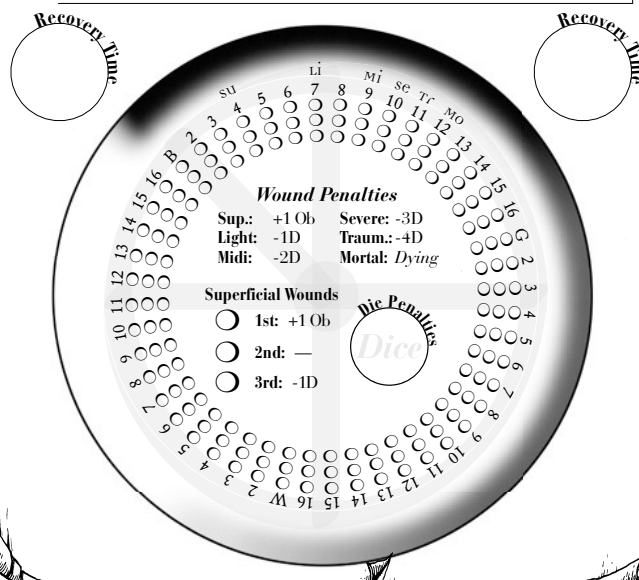
Hesitation **4**
(Hesitation = 10 - Will exp)

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

Reflexes **B 5**
Average of Per, Agt, Spd
Ref advances as the stats do.

Mortal Wound **B 12**
Average of Power and Forte (plus 6).
MW advances as the stats do.

Physical Tolerances Wheel



Skills

Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LR successes
hold-wise	B 4	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
rumor-wise	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
clan history	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
oratory	G 4	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
conspicuous	G 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
banner-wise	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
intimidation	G 4	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
command	G 4	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
strategy	B 3	Routine: <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"/> Challenge: <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 needed	Tests	LR successes
cartography	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
observation	B 4	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
etiquette	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
axe	B 6	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
throwing	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
brawling	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
hammer	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
field dressing	B 3	Routine: <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"/> Challenge: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>
links	B 3	Routine: <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"/> Challenge: <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

foraging	<input type="checkbox"/> B	2	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
brass trumpet	<input type="checkbox"/> G	3	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
armor training	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
shield training	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
formation fighting	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○

Practice Log

FERUN'S FATHER WAS A GUILD TRADER OF LITTLE REPUTE. AFTER TOILING FOR YEARS IN THE TRADE, FERUN DECIDED THAT THE PATH FOR HIM WAS IN THE HOST. THERE HE COULD TRULY RISE ABOVE HIS STATION. SINCE THEN, EVERY SKILL HE'S LEARNED HAS BEEN SELF-TAUGHT, AND EVERY PROMOTION GAINED HAS BEEN EARNED THROUGH BLOOD AND SWEAT. NEVER TEARS, THOUGH. FERUN HAS NO TIME FOR TEARS IN HIS SERVICE, FOR NOW HE IS WARDEN OF THE IBUNIZ, SERVING PRINCE VOST AND SENESCHAL KOL. IT IS HIS SACRED DUTY TO PROTECT AND SECURE THE CLAN AND MAINTAIN ITS HOST.

THE PRINCE'S FATHER AND BROTHER WERE KILLED WHILE QUESTING, AND THE YOUNG DWARF WAS PROMOTED BEFORE HE WAS READY TO TAKE THE CROWN. THE OLD PRINCE WAS QUESTING TO RETURN THE CLAN'S LOST CROWN WHEN HE DIED. FERUN WAS JUST A CAPTAIN THEN, AND WHEN HE HEARD THE NEWS OF THE PRINCE'S UNTIMELY DEMISE, HIS FIRST IMPULSE WAS TO SET OUT AND RETREIVE THE FAMILY'S HONOR HIMSELF. MUCH TO HIS CHAGRIN, THE SENESCHAL HELD HIM BACK FROM MAKING THE EXPEDITION. IN FACT, HE WAS PROMOTED TO WARDEN (SINCE THE PREVIOUS ONE HAD JUST DIED!) AND HIS NEW DUTIES KEPT HIM AT HOME.

TO MAKE MATTER'S WORSE, UNCLE OXEN SOON REAPPEARED AT THE HOLD BEARING THE LOST TREASURE! THE BESOTTED DWARF CLAIMED TO HAVE WON BACK THE CROWN BY GAMBLING FOR IT WITH THE ORC CHIEFTAIN WHO STOLE IT. THIS STORY WAS SO PREPOSTEROUS (AND IT DID ROB FERUN OF SO MUCH HONOR AND GLORY) THAT FERUN HAS SWORN A GRUDGE AGAINST THE UNCLE FOR HIS LIES.

Artha and Epiphanies



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

finery
sturdy shoes
dwarven-made plated mail
dwarven arms
dwarven shield
forge mask
a small, sparsely furnished dwarven hall

LASTLY, FERUN OFTEN CHAFES UNDER VOST'S NAIVETE AND SIMPLE NATURE— THE PRINCE FAILS TO UNDERSTAND CERTAIN "NECESSITIES" OF RANK. STILL, FERUN OBEYS THE PRINCE WITHOUT QUESTION—FOR IT IS HIS CROWN THAT COMMANDS HIM! THOUGH, ON OCCASSION, HE HAS HAD TO "ELABORATE" ON THE ORDERS GIVEN.

FERUN AWAITS THE ARRIVAL OF THE ELVES WITH SATISFACTION—CONFIDENT THEY COME TO HONOR THE YOUNG PRINCE. IF THEY DON'T? HE'LL HAVE THEIR HEADS RETURNED TO THEIR KING AS SUITABLE GIFTS FOR INSULTING THE HONOR OF THE PRINCE OF IBUNIZ!

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 3	<input type="checkbox"/> B 6	<input type="checkbox"/> B 9	2	-	F
dwarven axe	<input type="checkbox"/> B 5	<input type="checkbox"/> B 10	<input type="checkbox"/> B 15	2	2	S
hilt strike	<input type="checkbox"/> B 4	<input type="checkbox"/> B 7	<input type="checkbox"/> B 10	2	1	S
	<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	plated chain	STEALTHY: +5 ob
○○○○○○○	Torso		PERCEPTION: _____
○○○○○○○	Right Arm		SPEED: _____
○○○○○○○	Left Arm		AGILITY: _____
○○○○○○○	Right Leg		
○○○○○○○	Left Leg		
○○○○○○○	Shield	gray shield	