

# Character Index

Name **Eonwë** Stock **Elven Etharch** Age **298**  
son of **Åonwir**

Alias \_\_\_\_\_ Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F: ☐ Violence begets only Grief; I am  
P: ☐ done with it.  
D: ☐ If I serve Prince Finrir well, and help  
him become the Etharch he was  
meant to be, I will have absolution  
for failing my father.  
If I fail to help Prince Finrir become  
who he was born to be, I must pass to  
the West and bring my sorrow with me.

## Instincts

F: ☐ When challenged, take the  
P: ☐ defensive stance.  
D: ☐ When violence is shouted for,  
I speak peace.  
Keep my sword in reach.

## Traits

Etharchal  
Cool Headed  
Calm Demeanor  
(C/O Steel in DoW)  
Lesson of One  
Feady to the Fea

Sworn to the Etharch  
Mourner  
World Weary

## Relationships

Åonwir, Father and Master,  
deceased—the embodiment of all  
my dreams.  
Finrir, Prince—A young Prince and a  
living hope for redemption

Alitanur, Ranger—Finrir's hot-headed  
childhood friend. He is the kind of Elf  
I would not want beside me in battle.  
He's trouble!  
Riil, Loremaster—Wise and judicious

## History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Attendant,  
Second, Sword Singer, Sword Singer,  
Captain, Song Singer

Primary Reputation The Baddest Swordsinger in  
the Land: 2D

Secondary Reputation \_\_\_\_\_

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

Primary Affiliation Captain of Finrir's  
Swordsingers 1D  
Secondary Affiliation Elven Etharch 1D

## Resources

Source of Income/Wealth \_\_\_\_\_  
Cache/Loans \_\_\_\_\_  
Debt \_\_\_\_\_

Resources **B** 2 *Let it Ride  
Successes*  
tests for advancement  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

## Stats

Will **B** 7 *Let it Ride  
Successes*  
tests for advancement  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Perception **B** 6  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Power **B** 5  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

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

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

Speed **B** 6  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: x3.5

## Attributes

Health **B** 7 *Let it Ride  
Successes*  
tests for advancement  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Steel **G** 5  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Hesitation 3/2 from surprise  
(Hesitation = 10 - Will exp)

Grief **B** 9  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

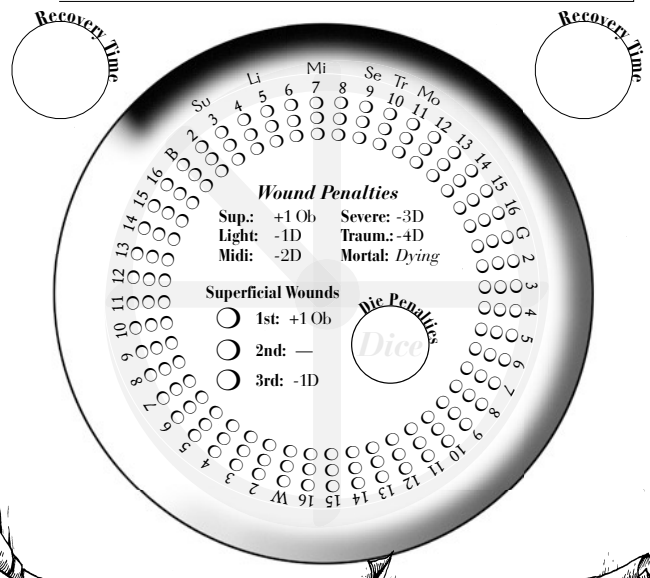
Reflexes **B** 6

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

Mortal Wound **B** 11

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>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Ettiquette	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Singing	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Ride	<b>B</b> 5	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Brawl	<b>B</b> 5	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Sword	<b>G</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Bow	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Knives	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Silent Fury <sup>s</sup>	<b>B</b> 5	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Song of the Sword <sup>s</sup>	<b>B</b> 5	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Paen of Deeds <sup>s</sup>	<b>B</b> 5	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of Songs <sup>s</sup>	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Lament of the Westering Sun <sup>s</sup>	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of Bonding <sup>s</sup>	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Command	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Tactics	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Oratory	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Armor	<b>B</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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

These skill songs and  
spell songs are open  
ended

## Skills

## Skills Being Learned

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

Aptitude equals 10 minus Stat: *Perception Aptitude* \_\_\_\_\_ | *Will Aptitude* \_\_\_\_\_ | *Agility Aptitude* \_\_\_\_\_ | *Speed Aptitude* \_\_\_\_\_ | *Power Aptitude* \_\_\_\_\_ | *Forté Aptitude* \_\_\_\_\_

## Additional Skills

Mounted Combat	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○

## Practice Log

Eonwë was once on the path to be one of the greatest elven sword singers of this age. His skilled was reknowned, and nearly surpassed that of his master and father, Aonwir. Eonwë trained under his father since he was a young boy—even to the neglect of his studies. He served as his father's Attendant and Second before gaining the right to sing the Sword Song. He and Aonwir fought together in countless wars across centuries and lands, always keeping safe the people of King Fanrir.

Tragedy struck about 50 years ago when Eonwë's father was felled in a savage battle. Right there, on the spot, Eonwë lost his purpose and quit his order. Taking up a self-imposed exile, he journeyed the lands trying to outlive his past, learning ancient elven songs and trying desperately lament his loss. But try as he might, he could never remove the stain of grief from his soul. To this day he still mourns his father's death. And it is that grief which shall ultimately be his undoing. For Eonwë is perilously close to succumbing to his bitterness.

Recently, Riil, one of King Fanrir's loremasters, came upon him and informed him that he was needed. His cousin, the King's own son, Finrir, required his aid. He needed Eonwë's wisdom of experience to help prepare him for his eventual role as king. Eonwë felt this was perhaps his chance to redeem himself and agreed to become the prince's bodyguard and trainer. They had known each other since boyhood, and this presented a chance to reignite an old friendship and to repay his debt of failure to his fallen father.

## 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 Arms  
Run of the Mill Bow  
Plated Mail  
Elven Finery  
Elven Shoes  
Traveling Gear

## 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
<b>Bare-fisted</b>	<div><div>B</div>2</div>	<div><div>B</div>4</div>	<div><div>B</div>6</div>	2	-	F	
<div>Elven Sword</div>	<div><div>B</div>4</div>	<div><div>B</div>8</div>	<div><div>B</div>12</div>	2	1	S	
<div>Elve Knife</div>	<div><div>B</div>3</div>	<div><div>B</div>6</div>	<div><div>B</div>9</div>	1	1	F	
	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>				

### 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 Mail	STEALTHY: +5 Ob
××××××○	Torso		PERCEPTION: _____
××××××○	Right Arm		SPEED: _____
××××××○	Left Arm		AGILITY: _____
××××××○	Right Leg		
××××××○	Left Leg		
○○○○○	Shield		