

# Character Index

Name prince vost Stock dwarven noble Age 166

Alias vost ibuniz Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F: ☐ I must repay my uncle for returning the  
P: ☐ crown by ensuring the clan prospers.  
D: ☐ in matters of the material welfare

F: ☐ of the clan, THE SENESCHAL IS ALWAYS  
P: ☐ RIGHT.  
D: ☐ being the prince is hard and

F: ☐ boring. A nice gift always lightens  
P: ☐ my mood. (say this and give the  
D: ☐ seneschal a hard look.)

## Instincts

F: ☐ when in doubt about the value  
P: ☐ of something, CONSULT WITH THE  
D: ☐ SENESCHAL

F: ☐ IN COURT, ALWAYS USE PROPER  
P: ☐ ETIQUETTE  
D: ☐ NEVER GAMBLE WITHOUT MY LUCKY

F: ☐ DICE  
P: ☐ DICE  
D: ☐

## Traits

OATH: I SWORE TO THE humble in the face of  
LONGBEARDS THAT, MY BETTERS  
AS PRINCE, I WOULD grumbling  
RETURN OUR CLAN TO galvanizing presence  
GLORY AND HONOR MY healthy  
dead father's name.

## Relationships

uncle oxen— my kind, poor, sad uncle. after the previous warden was killed  
he was once a great dwarf, but now with my father.  
nog has washed his wits away. seneschal kol— a wise and canny  
warden ferun— a stern career dwarf who knows how to run a hold!  
soldier, appointed to this position

## History, Circles, Reputation, Affiliations

Lifepaths born noble, ardent, ARE  
bearer, prince

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

Primary Reputation inexperienced prince ID Primary Affiliation prince of the ibunith, 3D

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

## Resources

Source of Income/Wealth \_\_\_\_\_

Cache/Loans \_\_\_\_\_

Debt \_\_\_\_\_

Resources G 8 Let it Ride  
Successes  
tests for advancement  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

## Stats

Will B 6 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 4  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Speed B 4  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: X3

## Attributes

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

Steel B 6  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

Hesitation 4  
(Hesitation = 10 - Will exp)

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

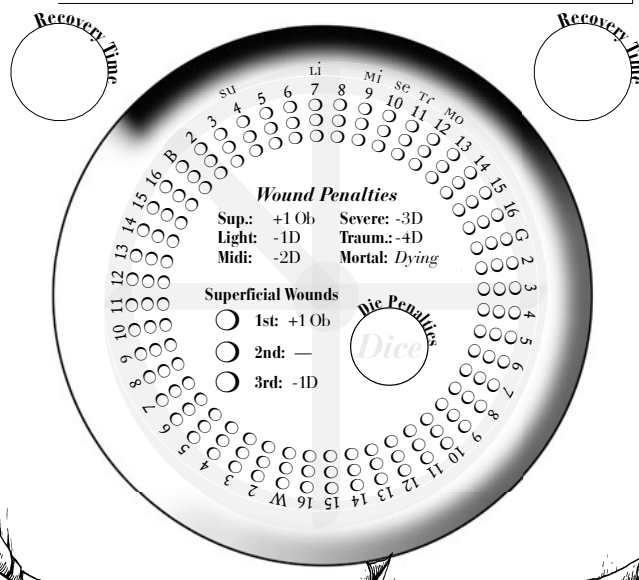
Reflexes B 4

Average of Per, Agl, 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	Tests needed	LR successes
dwarven runescript	<u>B 3</u>	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"/>
sing	<u>B 4</u>	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"/>
ARE	<u>B 4</u>	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"/>
armor training	<u>B 4</u>	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	<u>B 4</u>	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	<u>B 5</u>	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	<u>B 5</u>	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	<u>B 4</u>	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	<u>B 3</u>	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	Tests needed	LR successes
command	<u>B 4</u>	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"/>
games of chance	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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"/>
	<u>B 3</u>	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

_____	<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

AS A YOUNG DWARF, AND THIRD SON, VOST NEVER EXPECTED TO INHERIT ANYTHING EXCEPT FOR HIS FAMILY'S NAME AND A LITTLE OF HIS MOTHER'S HOARD. SO, EARLY ON, HE DECIDED THAT THE LIFE OF THE AXE WAS FOR HIM. NO PANDERING AT COURT FOR THIS TOUGH YOUNG DWARF.

HE WAS AS SURPRISED AS HIS FELLOW AXE BEARERS WHEN THE SENESCHAL CAME FOR HIM ONE DAY AND TOLD HIM HIS FATHER HAD PASSED ON TO THE GREAT HALL—ALONG WITH ALL HIS BROTHERS! HIS UNCLE (OXEN) WAS TECHNICALLY REGENT UNTIL VOST RETURNED TO IBUNIZIM AND TOOK THE CROWN HIMSELF. THE SENESCHAL SEEMED EXCEPTIONALLY EAGER FOR HIM TO RETURN AND TAKE HIS RIGHTFUL PLACE. VOST WAS HAPPY TO OBLIGE, HE GOT TO BE PRINCE WITHOUT ANY OF THE FUSS!

SINCE THAT FATEFUL DAY, VOST HAS DONE HIS BEST TO ABSORB ALL THAT THE SENESCHAL HAS SET OUT FOR HIM, BUT IT IS A WEARISOME AND ENDLESS TASK. WHO KNEW BEING PRINCE WOULD BE SO HARD? STILL, HE IS SURROUNDED BY TRUSTED AIDES LIKE THE SENESCHAL AND THE WARDEN—HOW MUCH HARDER IT WOULD BE WITHOUT THEM BY HIS SIDE. AND HE HAS HIS BELOVED UNCLE TO ENTERTAIN HIM WHEN HIS MOOD GROWS DARK.

VOST AWAITS THE COMING OF THE ELVEN MISSION WITH HOPE THAT IT WILL RELIEVE SOME OF HIS BOREDOM. HE UNDERSTANDS THE ELVES ARE TREMENDOUS GUESTS AND BRING DELIGHTFUL GIFTS AND DIVERSIONS!

## 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

dwarven Arms  
finery  
sturdy shoes  
dwarven made plated mail  
dwarven dice  
dwarven riches  
dwarven hall

## 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><div>3</div></div>	<div><div>B</div><div>6</div></div>	<div><div>B</div><div>9</div></div>	2	-	F	
<div>dwarven axe</div>	<div><div>B</div><div>5</div></div>	<div><div>B</div><div>10</div></div>	<div><div>B</div><div>15</div></div>	2	2	S	
<div>hilt strike</div>	<div><div>B</div><div>4</div></div>	<div><div>B</div><div>7</div></div>	<div><div>B</div><div>10</div></div>	2	1	S	
	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>				

### 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	Clumsy Weight
○○○○○○○	Head	plated chain	STEALTHY: +5 ob
○○○○○○○	Torso		PERCEPTION: _____
○○○○○○○	Right Arm		SPEED: _____
○○○○○○○	Left Arm		AGILITY: _____
○○○○○○○	Right Leg		
○○○○○○○	Left Leg		
○○○○○	Shield		