

Character Index

Name **Finrir son of Fanrir** Stock **Elven Etharch** Age **275**

Alias _____ Homeland _____ Features _____

Beliefs

F: ☐ I am Prince by birth, rank and
P: ☐ nature. Question this at your peril.
D: ☐

F: ☐ Any obstacle can be overcome with
P: ☐ the application of etiquette and
D: ☐ grace.

F: ☐ My coat of mail was a gift from my
P: ☐ father, it is more precious than any
D: ☐ other heirloom.

Instincts

F: ☐ When questioned, assert my
P: ☐ birthright and rank.
D: ☐

F: ☐ Always use the strictest
P: ☐ etiquette
D: ☐

F: ☐ When otherwise unoccupied,
P: ☐ care for my armor.
D: ☐

Traits

Elven common traits, plus Fealty to the Fea
Etharchal Prince of the Blood
Fea
Calm Demeanor (c/o
Steel in DoW)
Lesson of One

Relationships

Etharch Fanrir— father. Riil, Loremaster— My father's advisor.
Princess Riena— sister, hateful An expert in etiquette and Dwarvish
Eonwë, Captain— my stoic and affairs.
trusted bodyguard. His arm is strong, Alitanur, Ranger— Old friend and
but his soul is fragile. confidante.

History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Attendant
Second, Sword Singer, Prince

Circles **B** 4 *Let it Ride Successes*
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation Inexperienced Prince, 2D

Primary Affiliation Prince of the Souther Elves, 2D

Secondary Reputation

Secondary Affiliation Elven Etharch, 1D

Resources

Source of Income/Wealth His father and his
Cache/Loans own land

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

Debt

Stats

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

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

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

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

Agility **B** 6
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** 7
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation 4
(Hesitation = 10 - Will exp)

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

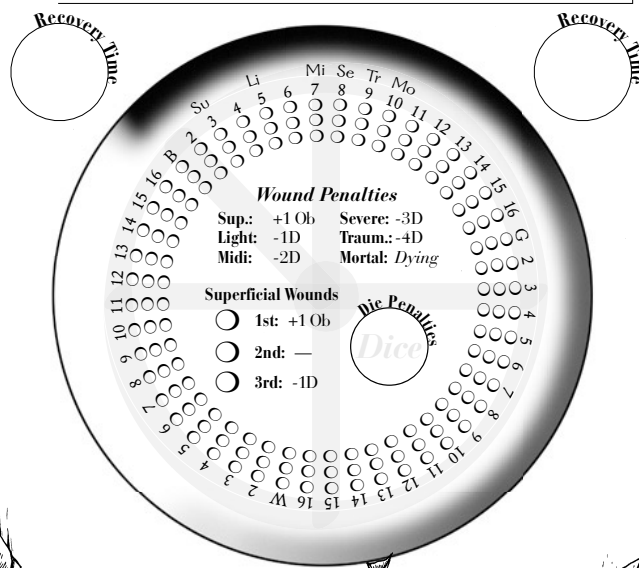
Reflexes **B** 6

Average of Per, Agt, 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 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"/>
Etiquette	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"/>
Singing	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 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"/>
Persuasion	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"/>
Command	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"/>
Ride	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"/>
Brawl	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"/>
Sword	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"/>

Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Bow	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"/>
Song of Bonding§	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 the Sword§	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"/>
Song of Lordship§	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"/>
Voice of Ages§	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"/>
Mounted Combat	<input type="checkbox"/>	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	<input type="checkbox"/>	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	<input type="checkbox"/>	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"/>

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

Though Finrir would not admit it, he has lead a very sheltered life. Two thirds of his three centuries of life have been spent at court learning the trappings of princehood. Even his life before gaining his rank was merely formal training on the path to the crown. No elf may be prince without paying homage to the sword. This focused upbringing has granted him perfect etiquette and, at the same time, a rather narrow view of the world.

Finally, Finrir has been released from his father's tedious bonds. His first mission as prince is at hand! And something as important as leading an embassy to the Ibunizim Clan head—a young Dwarven prince of equal rank. How exciting.

Accompanying the elven prince on his mission are two of his childhood friends, cousins in fact: Eonwë the Grim, renowned sword singer and the prince's personal bodyguard; Alitanür, a Ranger and the prince's way-guide on the mission. Alitanür and the prince are close friends (and the prince secretly harbors a secret desire to become a ranger). Lastly, one of his father's advisors has accompanied the young prince, the Loremaster Riil. Though chafing under his father's long reach, even the prince admits that the Loremaster is learned, wise and useful. He'll use him well.

The Prince has been dispatched to congratulate the Dwarven Prince Vost Ibuniz on his ascension and offer condolences regarding the death of Vost's father. Aside from that, Finrir has been charged with forging a pact of goodwill between the two peoples—if possible!

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
Finery
Pointy Elven Shoes
Traveling Gear
Elven Mirrorwine
A large manor in deep forest glen

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	<div><div>B</div><div>2</div></div>	<div><div>B</div><div>4</div></div>	<div><div>B</div><div>6</div></div>	2	-	F	
Elven Sword	<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	F	
	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>				
	<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
<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	Mithril Chain	STEALTHY: +2 Ob
×××××○○○	Torso	Mithril Chain	PERCEPTION: _____
×××××○○○	Right Arm	Mithril Chain	SPEED: _____
×××××○○○	Left Arm	Mithril Chain	AGILITY: _____
×××××○○○	Right Leg	Mithril Chain	
×××××○○○	Left Leg	Mithril Chain	
○○○○○	Shield		