

# Character Index

Name uncle oxen Stock dwarven noble Age 267

Alias oxen ibuniz Homeland

Features

## Beliefs

F: ☐ TRADITION IS ONLY SO MUCH AIR  
P: ☐ FROM THE BELLOWES, FANNING THE  
D: ☐ FLAMES OF PRIDE AND HATRED.

F: ☐ I've got to save vost from these  
P: ☐ idiots.  
D: ☐

F: ☐ I've got to save myself from  
P: ☐ these idiots.  
D: ☐

## Instincts

F: ☐ Always play your cards close to  
P: ☐ your chest.  
D: ☐

F: ☐ when entering a situation, always  
P: ☐ assess each participant.  
D: ☐

F: ☐ keep nog handy  
P: ☐

## Traits

**oath:** i swore to my  
**dead brother to**  
**ensure the safety and**  
**prosperity of our clan**

curious  
tinkerer  
dispute settler  
pragmatic outlook  
folksy wisdom  
oath-swearer  
stone-faced

drunk  
despondent  
adventurer  
boaster  
lesser muse: jewelwork  
inspires games of  
chance

## Relationships

**prince vost**— beloved nephew who has  
such great potential, but is on the verge  
of being turned into a dullard by his  
advisors.

**seneschal kol**— tweedle dum. he is half  
of everything bad about dwarves—he's  
envious, greedy and egomaniacal.

**warden ferun**— tweedle dumber. ferun is  
the other half of the bad dwarf—violent,  
stubborn and a grudgebearer. he is so  
proud that he should poke out his eyes  
so the light of pride can shine through  
his sockets and guide him. he's blind  
anyway.

## History, Circles, Reputation, Affiliations

**Lifepaths** born noble, abecedart, gambler,  
husband, tinkerer, adventurer, trader,  
gambler, longbeard, drunk

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

**Primary Reputation** 2D a lousy drunk

**Primary Affiliation** 2D as regent of ibuniz

**Secondary Reputation** 1D "he who  
returned the  
crown"

**Secondary Affiliation** 1D friend of gothmog

## Resources

Source of Income/Wealth

Cache/Loans

Debt

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

## Stats

**Will** B 5 *Let it Ride  
Successes*

tests for advancement  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Perception** G 8

Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Power** B 5

Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Forte** B 5

Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Agility** B 4

Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Speed** B 5

Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Speed Multiplier:** X3

## Attributes

**Health** B 5 *Let it Ride  
Successes*

tests for advancement  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Steel** B 7

Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

**Hesitation** 5  
(Hesitation = 10 - Will exp)

**greed** B 8

Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

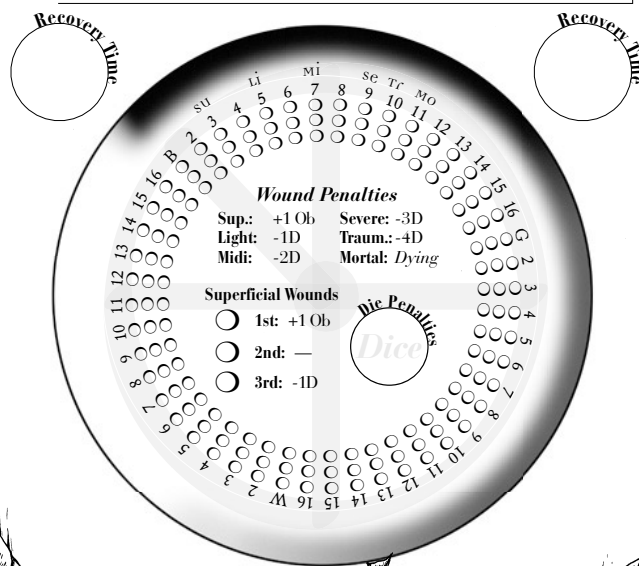
**Reflexes** B 5

Average of Per, Agl, 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 needed	Tests	LR successes
dwarven rune script	<u>G</u> 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"/>
cooking	<u>G</u> 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"/>
games of chance	<u>G</u> 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"/>
stentorious singing†	<u>B</u> 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"/>
drunking†	<u>B</u> 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"/>
haggling	<u>B</u> 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"/>
soothing platitudes	<u>B</u> 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"/>
coarse persuasion†	<u>B</u> 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"/>
ugly truth	<u>B</u> 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 needed	Tests	LR successes
persuasion	<u>B</u> 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"/>
stentorious debate†	<u>B</u> 2	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"/>
stuff-wise	<u>G</u> 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"/>
clan-wise	<u>G</u> 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"/>
family-wise	<u>G</u> 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"/>
guilder-wise	<u>G</u> 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"/>
host-wise	<u>G</u> 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"/>
observation	<u>G</u> 8	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"/>
obscure history	<u>G</u> 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"/>

† these are special  
dwarven skills.  
all rolls are open-  
ended

## ADDITIONAL, ADDITIONAL SKILLS

crossbow	B	2
lockpick	B	2
symbology	G	4
scavenging	G	4
sleight of hand	B	2

## Additional Skills

shrewd appraisal <sup>†</sup>	B	2	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
survival	B	3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
climbing	B	2	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
knots	B	2	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
herbalism	B	3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
firebuilding	G	4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>
brawling	B	2	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>

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

## Practice Log

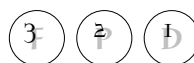
oxen has promised to save his clan from ruin. the only problem is, he's spent his entire life running from his obligations. he is the prodigal son. the perennial rebel grown old and seen his dreams flicker, flare and fall.

he's lead a many-storied life. as a young dwarf, he groomed to become a member of the court—a seneschal in the service of his older brother, the next prince. this was hideously boring. as soon as he could, oxen gambled away his school books and his shoes for enough scratch to bribe a guard to smuggle him out. life as a gambler was fun, but shortly after he met a beautiful daughter of a poor clanner family. damning tradition and honor to hell, he married her and lived happily for many years. she died before they managed to have any children. oxen wandered the countryside sad and alone as a tinkercer.

during these sad years, much to his chagrin, oxen turned out to be good at what ever he tried. And so every time he got good at something, he ran from it. trying to drown himself in obscurity and failure—he never wanted to succeed.

but, a few years ago, while he was out drinking and gambling he heard a rumor that his brother, the prince, and his entire cohort had been killed by the great orc, gothmog. they had been out searching for the lost ibuniz crown. the loss of his brother pained him greatly. even worse, if the prince's sons were killed with him (as was often the case),

## Artha and Epiphanies



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

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Ability  
Total Artha Spent ☐ ☐ ☐

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

## Gear and Possessions

key o noy  
dirty pajamas  
adventuring gear  
dwarven-made plated leather  
dwarven arbalest  
printed chronicles of his adventures  
kitchen and staff

oxen was in line for the throne. this terrified him more than anything else. quickly formulating a plan, oxen set out on his final adventure. tracking down gothmog and his uproarious clan, he gained their favor and earned their trust with his stories and tricks. after gambling with them for years, he finally got gothmog to agree to a final match for his most beloved possession—the dwarven crown, oxen's brother's birthright. oxen won the bet and the crown and quickly fled lest his hosts change their hate-filled minds.

upon his return, much to his relief, he found that his brother's youngest still yet lived. desperate to save himself from responsibility, oxen had himself inducted into the longbeards so he could become an oathswearer and bind his nephew to the oath of princehood (and thereby save himself from the same fate!).

his plan worked. none of the clan wanted him as prince anyway. but the decades training his nephew, decades spent fighting the influence of kol and ferun have taken their toll. oxen took to noy like a fish to water. it's his only escape from the drudgery of the court politics. the problem is, of course, if he abandons himself to the sweet surrender of drink, he abandons his nephew to the twin buffoons kol and ferun.

## 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	B 3	B 5	B 7	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		