

## Character Index

Name **seneschal kol** Stock **dwarven noble** Age **235**

Alias **kol orgunect** Homeland

Features

### Beliefs

F: ☐ Etiquette must be maintained  
P: ☐ in court lest we return to our  
D: ☐ dark and ugly roots.

F: ☐ THE PRINCE IS NAIVE AND IN  
D: ☐ NEED OF GUIDANCE.

F: ☐ I have kept this clan running  
P: ☐ through its darkest days and I  
D: ☐ will keep it running at all costs.

### Instincts

F: ☐ Always interrupt any one about  
P: ☐ to give the prince bad news or  
D: ☐ bad advice.

F: ☐ ALWAYS APPRAISE WORTH/VALUE OF  
D: ☐ an object

F: ☐ never admit an object's true  
P: ☐ worth  
D: ☐

### Traits

oath: I swore to  
make the prince the  
wealthiest sovereign  
to yet live

practical  
avarice  
NO NONSENSE  
thick-skinned

### Relationships

uncle **oxen**— insufferable fool of an  
ass of a dwarf! He nearly ruined the  
clan when he returned that crown.  
prince **vost**— A naive, sheltered young  
dwarf who needs to be educated in the

harsh realities of dwarven politics.  
warden **ferun**— Though he's low  
born, ferun's heart is in the right  
place. He can be manipulated for the  
good of the clan.

## History, Circles, Reputation, Affiliations

Lifepaths **born noble, abecedart, chronicler,  
trader, brewer, quartermaster, seneschal**

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

Primary Reputation **exceptionally greedy  
dwarf, ID**

Primary Affiliation **seneschal for the clan, 2D**

Secondary Reputation **A keen-eyed bookkeeper, 2D**

Secondary Affiliation

### Resources

Source of Income/Wealth **The hold and its  
inhabitants**

Resources **B 5** 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 **G 5**  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

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

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

Agility **B 5**  
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 5**  
Routine: ☐ ☐ ☐ ☐  
Difficult: ☐ ☐ ☐ ☐  
Challenge: ☐ ☐ ☐ ☐

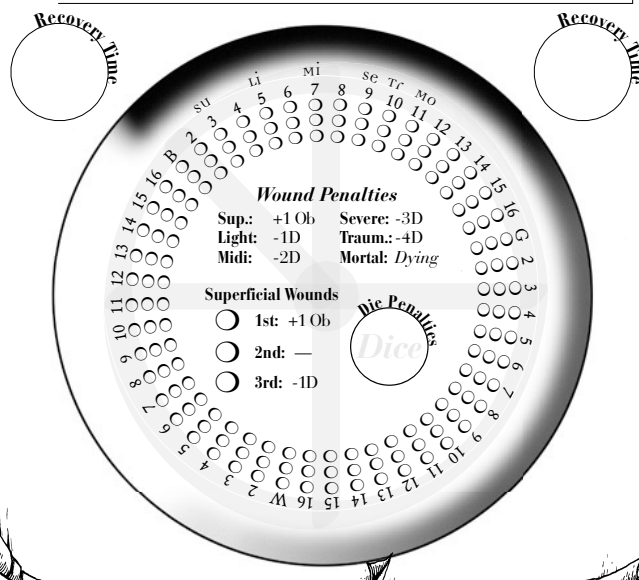
Hesitation **4**  
(Hesitation = 10 - Will exp)

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

Reflexes **B 5**  
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
dwarven rune script	B 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"/>
chronology of kings	B 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"/>
estate management	G 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"/>
etiquette	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"/>
stentorious debate†	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"/>
shrewd appraisal†	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
haggling	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"/>
persuasion	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 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
clan-wise	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
dwarf-wise	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
oath-wise	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
hold-wise	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"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
beer appraisal	G 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"/>
beer-wise	G 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"/>
illuminations	B 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"/>
cartography	G 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"/>
ancient history	G 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"/>

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

## 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

symbolology	B	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
Miller	G	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
Mending	B	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○

## Practice Log

KOL HAS ALWAYS BEEN A LOYAL VASSAL OF THE IBUNIZ. FOR MOST OF HIS CAREER HE HAS SERVED AS CHRONICLER AND AS A "PROCUREMENT AGENT." DISASTER STRUCK and forever changed KOL and the clan, WHEN THE PREVIOUS PRINCE AND HIS RETINUE WERE ALL DESTROYED ON A DOOMED MISSION. THE PRINCE'S YOUNGEST SON, VOST, WAS THEN RETRIEVED FROM HIS POSITION IN THE AXE-BEARERS AND CROWNED PRINCE OF THE IBUNIZIM.

KOL'S MENTOR WAS DRIVEN TO HIS GRAVE TRYING TO SCHOOL VOST IN THE WAYS OF KINGSHIP. PERSONALLY, KOL THINKS THAT VOST'S UNCLE, OXEN, WAS THE REAL SOURCE OF DISTRESS. THE SHABBY, CARELESS DRUNK IS FOREVER MEDDLING IN COURT AFFAIRS AND ATTEMPTING TO INFLUENCE THE PRINCE.

FOR THE LAST HALF CENTURY IT HAS BEEN KOL'S TASK TO COMPLETE WHAT HIS MASTER LEFT UNDONE— SCULPTING VOST INTO A SUITABLE AND RENOWNED PRINCE. KOL HAS FOUND ONLY ONE WAY TO ACHIEVE THIS GOAL— BY GUIDING WITH AN IRON HAND. THE PRINCE, frankly, is an idiot. HE LACKS DRIVE, ambition and INSIGHT. ONLY RECENTLY HAS HE FINALLY GRASPED THE PROMINENT ROLE OF TRADITION AND ETIQUETTE IN THEIR CULTURE.

NOW THAT THIS BATTLE HAS BEEN WON, KOL HOPES TO DISPLAY TO HIS YOUNG COUSIN HOW DEVOTION TO THIS TRADITION MAKES DWARVES WEALTHY.  
continued below...

## Artha and Epiphanies

3 2 D

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  
printed chronicles  
key o' nox  
A horde of eager ardents  
a set of finely crafted pens and inks  
an opulently furnished dwarven hall

this elven delegation will be the prince's first real test. it's vital to kol that vost put forth a strong face and wing the elves for all they're worth. they cannot gain the upper hand! if they do, they'll spend ages wheedling free services and gifts from the dwarves and make paupers of us all!

## 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
_____	□	□	□			
_____	□	□	□			
_____	□	□	□			

### 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	_____	STEALTHY: _____
○○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○	Right Leg	_____	
○○○○○○	Left Leg	_____	
○○○○○	Shield	_____	