

Character Index

Name **Alitanür** Stock **Wilder Elf Ranger** Age **256**

Alias **Half Elf** Homeland Features

Beliefs

F: ☐ My purpose in life is to serve the Elven people and to ensure the protection of their purity and grace.

P: ☐ Dwarves are scheming, greedy, racist, provincial midgets—I shall use our meeting here to demonstrate to the

F: ☐ Elves.
P: ☐ I must cure Finrir of his naivete—he must see how the world truly works.

Instincts

F: ☐ Always assess (like Obi-Wan) before using the Threne.

F: ☐ When cloaked, always duck through doors already being opened.

F: ☐ When the bow is out, keep an arrow knocked.

Traits

Elven Common traits plus
Half Elf
Gloryhound (pg 277, CB)

Relationships

Finrir, Prince — Like an older brother. Kind and powerful, but naive.
Eonwë, Captain — Awe-inspiring in both the depth of his skill and of his
Riil, Loremaster — How foolish are the wise!
Grief: He is truly terrifying to behold.

History, Circles, Reputation, Affiliations

Lifepaths Born Wilder, Gatherer, Wanderer, Huntsman, Soother, Ranger

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

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **B** 0 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** 7
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☒

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

Forte **B** 4
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☒

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

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

Speed Multiplier: x4.5

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** 7
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☒

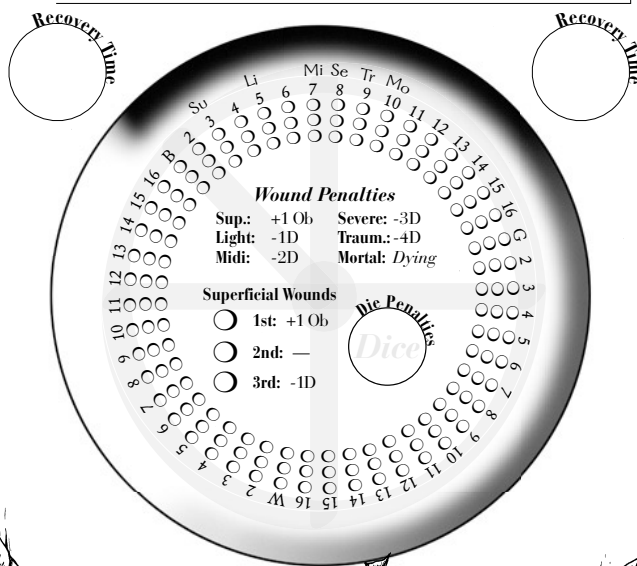
Reflexes **B** 6

Average of Per, Agl, 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
Sing	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Herb-wise	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Bow	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Stealthy	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Observation	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Sprinting	<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 checked="" 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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Brawling	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of Soothing§	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 checked="" 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
Rhyme of the Gatherer§	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Song of Paths and Ways§	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Air of Gates§	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Call of the Wild§	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Rhyme of the Pathfinder§	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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Threne of the Chameleon§	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 checked="" 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 checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

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

_____	<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

Alitanur is a Wilder Born half-elf. His father serves as one of the Etharch's Huntsman. Growing up around the Feâ and the Aman, Alitanur was always made to feel like a lesser being. His blood was not pure and therefore he is weak—all his instructors predicted that one day he would fail because of his human lineage.

Being close to the Etharch's household allowed him to form a friendship with the Prince, Finrir. Alone among his peers, Finrir did not judge Alitanur. The pair spent many a long year hunting in the deep, old forests and cementing a lifelong friendship.

Since then, Alitanur spent more than a century without purpose. The life of the Huntsman wasn't enough for him. He craved danger, but his father forbade it. So he chose to become a Soother to the Soldier-Protectors. But being so close to the din of battle ignited a fire in him. In the end, he defied his father and joined the hallowed and honored ranks of the Rangers. He would prove his worth to his people once and for all!

But now, Finrir sought Alitanur out for this mission to the Dwarves. He told the Ranger that the he needed his talents in an official and royal capacity—to act as his guide and friend on his first and most important journey.

Alitanur readily accepted this duty in hopes of protecting the Prince from Dwarven treachery.

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

- Run of the Mill Bow
- A quiver of hunting arrows
- Elven Cloak (+4D to Stealthy)
- Elven Clothes
- Elven Shoes
- Traveling Gear
- Quilted armor for chest and sleeves

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 2	B 4	B 6	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"/>	<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
B 4	B 7	B 10	1	
Range Dice: Optimal 2D Extreme 3D 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	Quilting	STEALTHY: _____
××○○○○○	Torso		PERCEPTION: _____
×○○○○○	Right Arm		SPEED: _____
×○○○○○	Left Arm		AGILITY: _____
○○○○○	Right Leg		
○○○○○	Left Leg		
○○○○○	Shield		