

⊕ Character Index ⊕

Name _____ Stock Man Age 28 Lifepaths Village Born Clerk Student Scholar
 Alias _____ Homeland _____ Features _____

⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) | My treatise on the supernatural and witchcraft was brilliant; I will prove such forces exist and return to prominence in the academic community.
 Belief 2 (F: ○ P: ○ D: ○) | The search for truth is the greatest ambition of man.
 Belief 3 (F: ○ P: ○ D: ○) | Nothing silences the voices of ignorance so thoroughly as evidence.
 Belief Special (F: ○ P: ○ D: ○) | _____

⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) | Always correct the misconceptions of common men.
 Instinct 2 (F: ○ P: ○ D: ○) | When tensions rise, be a fly on the wall.
 Instinct 3 (F: ○ P: ○ D: ○) | Always buy a drink for someone willing to learn from me.

⊕ Traits ⊕

Character Traits Die Traits Call-On Traits
 Cramped Hands Bookworm (Describe trait and the skill it affects)
 Rabble Rouser (Reduce the aptitude for learning academic skills by one)
 Know-it-all
 Bitter
 Pariah
 Prone to exaggeration

⊕ Relationships ⊕

Relationships _____ Circles _____ Named Circles _____ Enemy Circles _____

⊕ Gear, Possessions and Property ⊕

Clothes
 Shoes
 Personal effects



⊕ Artha and Epiphanies ⊕

Fate 4 Open-end 6s Persona 2 +1D per point Deeds Double dice or reroll a failed dice D
 Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points
 Aristeia (temporary shade shift) 1 Deeds points, 3 Persona points and 5 Fate points

Skill _____ Skill _____ Skill _____ Skill _____
 Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D)
 Skill _____ Skill _____ Skill _____ Skill _____
 Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D)

⊕ Notes, Spells and Other Miscellanea ⊕

Your treatise on the nature of witchcraft was ridiculed as 'superstitious drivel' and you left the halls of academia in disgrace. Unable to prove your theories, you never amounted to more than a joke among the people whom you have always most respected.

⊕ Skills Being Learned ⊕

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

Skill Name	Aptitude	Tests toward Aptitude
Demonology	6	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●

⊕ Practice Log ⊕



⊗ Stats ⊗

Will [B 5]

tests for advancement
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Power [B 4]

— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Agility [B 3]

— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Perception [B 4]

— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Forte [B 4]

— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Speed [B 4]

— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Stride: _____ Mounted Stride: _____

⊗ Attributes ⊗

Health [B 3]

tests for advancement
— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Reflexes [B 3]

Average of Per, Agt, Spd. Round down.
Reflexes advances as the stats do.

Steel [B 2]

— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Mortal Wound [B 10]

Average of Power and Forte (plus 6),
round down. MW advances as the stats do.

Hesitation [B 5]

(Hesitation = 10 - Will exp)

Circles [B 2]

tests for advancement
— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Reputation
2D - Disgraced Scholar
Reputation
Reputation

Affiliation
Affiliation
Affiliation

Resources [B 3]

tests for advancement
— Routine: ○○○○
— Difficult: ○○○○
— Challenge: ○○○●

(F) (D)
(P)

Tax

Cash

Funds/Property

Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance			Su		Li		Mi	Se	Tr	Mo						
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
Injury	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Wound	Penalty	Obstacle Penalties	Wounded Dice	Injury Recovery	Injury Recovery	Injury Recovery
Superficial	+1 Ob/2, -1D/3*					
Light	-1D					
Midi	-2D					
Severe	-3D					
Traumatic	-4D					
Mortal	Incapacitated					

*The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is suffered, the obstacle penalty is replaced with a -1D penalty.

⊗ Skills ⊗

Bureaucracy [B 3]

R○○○○
D○○○○
C○○○●

Write [B 3]

R●○○○
D○○○○
C○○○●

Read [B 3]

R○○○○
D○○○○
C○○○●

Philosophy [B 3]

R○○○○
D○○○○
C○○○●

Rule of Law [B 4]

R○○○○
D○○○○
C○○○●

History [B 3]

R○○○○
D○○○○
C○○○●

Symbology [B 5]

R●○○○
D○○○○
C○○○●

Anatomy [B 3]

R○○○○
D○○○○
C○○○●

Inconspicuous [B 3]

R○○○○
D○○○○
C○○○●

Research [B 3]

R●○○○
D○○○○
C○○○●

Illuminations [B 1]

R○○○○
D○○○○
C○○○●

Rhetoric [B 2]

R●○○○
D○○○○
C○○○●

Witchcraft-wise [B 2]

R●○○○
D○○○○
C○○○●

Composition [B 2]

R●○○○
D○○○○
C○○○●

⊗ Weapons and Armor ⊗

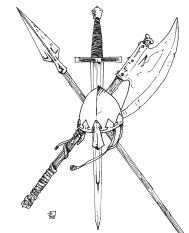
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
Superb— 1.5x Mark (round down)

MELEE	I	M	S	Add	VA	WS	Length
Bare fist	[B 2]	[B 4]	[B 6]	2	-	3	Shortest
	□	□	□				
	□	□	□				
	□	□	□				
	□	□	□				

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
○○○○○○○	Head	
○○○○○○○	Torso	
○○○○○○○	Right Arm	
○○○○○○○	Left Arm	
○○○○○○○	Right Leg	
○○○○○○○	Left Leg	
○○○○○	Shield	

Clumsy Weight

STEALTHY: _____ SPEED: _____

PERCEPTION: _____ AGILITY: _____