

⊕ Character Index ⊕

Name **Stock Man** Age **24** Lifepaths **Born Peasant
Foot Soldier
Sergeant
Veteran**

Alias _____ Homeland _____ Features _____

⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) | A simple choice can lead to a lifetime of regret; already I have too many innocents staring back from my shadow.

Belief 2 (F: ○ P: ○ D: ○) | The witch is under my protection, and her fate is my responsibility.

Belief 3 (F: ○ P: ○ D: ○) | I do not need to draw steel to overcome my foes.

Belief Special (F: ○ P: ○ D: ○) | _____

⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) | Always make note of who is armed.

Instinct 2 (F: ○ P: ○ D: ○) | Meet a threat with a promise of greater violence - I am a soldier, and will not be intimidated.

Instinct 3 (F: ○ P: ○ D: ○) | Always keep a low profile - I do not need to be reminded of my past.

⊕ Traits ⊕

Character Traits **Disciplined
Seasoned
Broken Man
Missing Digits
Restless**

Die Traits **Stubborn
(+2D to body
Of argument
in a DoW that
contravenes a
belief)**

Call-On Traits (Describe trait and the skill it affects) _____

⊕ Relationships ⊕

Relationships _____ Circles _____ Named Circles _____ Enemy Circles _____

⊕ Gear, Possessions and Property ⊕

Sword
Target shield
Reinforced leather armour
Travelling gear



⊕ Artha and Epiphanies ⊕

Fate **4** (Open-end 6s) Persona **2** (+1D per point) Deeds **D** (Double dice or reroll a failed dice)

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 _____ Total Artha Spent (F) (P) (D)	Skill _____ Total Artha Spent (F) (P) (D)	Skill _____ Total Artha Spent (F) (P) (D)	Skill _____ Total Artha Spent (F) (P) (D)
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⊕ Notes, Spells and Other Miscellaneous ⊕

The last time you were in Fortune's Pass, you were still a soldier. It was you who tracked a small band of men and women marked as traitors to the king. Your commander, led by you to their camp, put every last one to the sword. You left there named as a hero. It was a moment of your life that still leaves you sleepless many nights. You never drew your sword again.

Now, in exchange for your family's sanctuary from the plague-ravaged countryside, you have been put to the deed of escorting the inquisitor and the witch.

⊕ 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
Inconspicuous	6	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●

⊕ Practice Log ⊕



Stats

Will **B 4**

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



Power **B 4**

Difficult: ○○○○
Challenge: ○○○●



Agility **B 4**

Difficult: ○○○○
Challenge: ○○○●



Perception **B 3**

Difficult: ○○○○
Challenge: ○○○●



Forte **B 5**

Difficult: ○○○○
Challenge: ○○○●



Speed **B 3**

Difficult: ○○○○
Challenge: ○○○●



Stride: _____ Mounted Stride: _____

Attributes

Health **B 4**

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



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



Reflexes **B 3**

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

Steel **B 6**

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



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



Mortal Wound **B 11**

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

Hesitation **6**

(Hesitation = 10 - Will exp)

Circles **B 2**

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



Reputation
2D - War Hero
Reputation
Reputation

Affiliation

Affiliation

Affiliation

Resources **B 2**

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



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

Soldiering **B 2**



Sword **B 3**



Shield Training **B 2**



Brawling **B 2**



Foraging **B 1**



Firebuilding **B 1**



Intimidation **B 2**



Command **B 2**



Field Dressing **B 2**



Soldier-Wise **B 2**



Interrogation **B 3**



Read **B 1**



Armour Training **B 2**

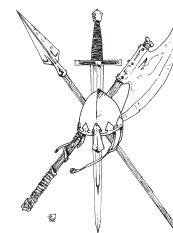


Weapons and Armor

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
Long Sword	B 4	B 7	B 10	2	-	3	Long
Dirk	B 3	B 5	B 7	1	1	-	Shortest



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
●●●●●○	Head	
○●●●●○	Torso	Reinforced Leather
○●●●●○	Right Arm	
●●●●●○	Left Arm	Reinforced Leather
●●●●●○	Right Leg	Reinforced Leather
●●●●●○	Left Leg	Reinforced Leather
●●●●○	Shield	Target Shield

Clumsy Weight

STEALTHY: _____ SPEED: _____

PERCEPTION: _____ AGILITY: _____