

⊕ Character Index ⊕

Name **Stock Man** Age **24** Lifepaths **Noble Born**
Bastard
Conner
Courier

Alias **Homeland** Features

⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) | **My privileges in Fortune's Pass can only remain as long as the secret of my father's madness is kept.**

Belief 2 (F: ○ P: ○ D: ○) | **I will prove the innocence of my betrothed's sister; only then can I secure my place among the nobility.**

Belief 3 (F: ○ P: ○ D: ○) | **Common folk wish to serve the nobility.**

Belief Special (F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) | **Always speak with my father's authority.**

Instinct 2 (F: ○ P: ○ D: ○) | **Never reduce yourself to physical labour.**

Instinct 3 (F: ○ P: ○ D: ○) | **When asked directly of a secret, make a joke, and find another topic to speak of.**

⊕ Traits ⊕

Character Traits **Red Cheeks**
 Good For **Nothing**
 Sense of **Entitlement**
 Relationships **Circles**
 Die Traits **Mark of Privilege**
 (+1 Ob to Inconspicuous or Falsehood tests when Masquerading as someone lower than your station)
 Call-On Traits **Bastard**
 (Describe trait and the skill it affects)

⊕ Relationships ⊕

Named Circles **Enemy Circles**

⊕ Gear, Possessions and Property ⊕

Finery
 Riding Horse
 Estate (property)



⊕ 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	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)
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 Miscellaneous ⊕

You are the bastard and only child of the Baron of Fortune's Pass and it's surrounding lands. The privileges you are afforded by your blood, though not official, still keep you comfortable.

Your upcoming marriage to a noble of a lesser barony could cement your place, but there are two problems. Your fiancée's sister has been arrested for witchcraft, and if this is proven true, the bloodline will lose their influence. Perhaps more dangerous still, your father has also become quite mad since the death of his wife, and you have been hiding this from the outside world ever since.

⊕ 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
Estate Management	6	○○○○●
		○○○○●
		○○○○●
		○○○○●
		○○○○●
		○○○○●

⊕ Practice Log ⊕



Stats

Will **B 4**

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



Power **B 5**

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



Agility **B 3**

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



Perception **B 4**

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



Forte **B 5**

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



Speed **B 3**

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



Stride: _____ Mounted Stride: _____

Attributes

Health **B 3**

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 3**

— 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
1D (infamous) - Bastard
Reputation
Reputation

Affiliation
1D - Nobility
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

Family Secret-Wise **B 3**

○○○○○
○○○○○
○○○○○

Etiquette **B 3**

○○○○○
○○○○○
○○○○○

Extortion **B 2**

○○○○○
○○○○○
○○○○○

Brewer **B 2**

○○○○○
○○○○○
○○○○○

Mending **B 1**

○○○○○
○○○○○
○○○○○

Drinking **B 2**

○○○○○
○○○○○
○○○○○

Beer-wise **B 2**

○○○○○
○○○○○
○○○○○

Riding **B 3**

○○○○○
○○○○○
○○○○○

Countryside-wise **B 2**

○○○○○
○○○○○
○○○○○

Persuasion **B 4**

○○○○○
○○○○○
○○○○○

Falsehood **B 3**

○○○○○
○○○○○
○○○○○

Weapons and Armor

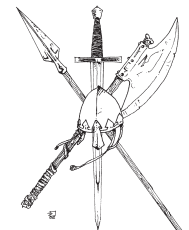
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
Superb— 1.5x Mark (round down)

MELEE	I	M	S	Add	VA	WS	Length
Bare fist	B 3	B 5	B 7	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: _____