

⊕ Character Index ⊕

Name **Stock Man** Age **23** Lifepaths **City Born Performer Composer Minstrel**

Alias **Homeland** Features

⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) | Great songs require great deeds - I need a worthy subject to serve as my muse.

Belief 2 (F: ○ P: ○ D: ○) | Someday soon, my name will be known.

Belief 3 (F: ○ P: ○ D: ○) | Sometimes, drama needs a push.

Belief Special (F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) | When something is happening, dig for the details - find the motivations. That is the real story.

Instinct 2 (F: ○ P: ○ D: ○) | Always try to dig a tale out of every traveller.

Instinct 3 (F: ○ P: ○ D: ○) | When the room gets heated, slip out quietly.

⊕ Traits ⊕

Character Traits
Colourful
Esoteric
Recondite
Bored
Ambitious

Die Traits

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

⊕ Relationships ⊕

Relationships

Circles

Named Circles

Enemy Circles

⊕ Gear, Possessions and Property ⊕

Clothes
Shoes
Personal effects
Lyre (skill toolkit: musical instrument)
Music sheets (skill toolkit: music composition)



⊕ 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 Miscellanea ⊕

Were you able, you would travel the world and sing songs of great deeds, but nothing of note has happened in Fortune's Pass for many years. Without tales to sing of, you will never be more than a common entertainer at a backwater inn. It seems you might just have to make a great tale happen.

⊕ 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
Rumour-Wise	5	●●●○ ○○○●
_____	○	○○○● ○○○●
_____	○	○○○● ○○○●
_____	○	○○○● ○○○●
_____	○	○○○● ○○○●
_____	○	○○○● ○○○●

⊕ Practice Log ⊕



Stats

Will **B 5**

tests for advancement

Difficult: ○○○○

Challenge: ○○○●



Power **B 3**

Difficult: ○○○○

Challenge: ○○○●



Agility **B 5**

Difficult: ○○○○

Challenge: ○○○●



Perception **B 5**

Difficult: ○○○○

Challenge: ○○○●



Forte **B 3**

Difficult: ○○○○

Challenge: ○○○●



Speed **B 5**

Difficult: ○○○○

Challenge: ○○○●



Stride: _____ Mounted Stride: _____

Attributes

Health **B 4**

tests for advancement

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●



Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●



Reflexes **B 5**

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 9**

Average of Power and Forte (plus 6).

round down. MW advances as the stats do.

Hesitation **5**

(Hesitation = 10 - Will exp)

Circles **B 2**

tests for advancement

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●



Reputation

Reputation

Reputation

Affiliation

Affiliation

Affiliation

Resources **B 1**

tests for advancement

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●



Tax

Cash

Funds/Property

Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance		Su		Li		Mi		Se		Tr		Mw							
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

Acting **B 2**



Persuasion **B 3**



Sing **B 3**



Falsehood **B 4**



Conspicuous **B 4**



Slight of Hand **B 2**



Musical Instrument **B 3**



Musical Composition **B 2**



Poetry **B 2**



Read **B 2**



Oratory **B 3**



Weapons and Armor

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

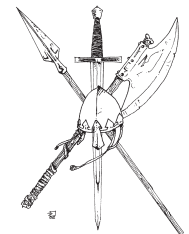
Superb— 1.5x Mark (round down)

MELEE	I	M	S	Add	VA	WS	Length
Bare fist	B 1	B 3	B 4	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: _____