

⊕ 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 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 _____ 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)

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)

⊕ Notes, Spells and Other Miscellaneous ⊕

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 F D
 tests for advancement
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Power [B] 3 F D
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Agility [B] 5 F D
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Perception [B] 5 F D
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Forte [B] 3 F D
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Speed [B] 5 F D
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Stride: _____ Mounted Stride: _____

⊕ Attributes ⊕

Health [B] 4 F D
 tests for advancement
 — Routine: ○○○○ = P — Routine: ○○○○ = P
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Reflexes [B] 5 F D
 Average of Per, Agl, Spd. Round down.
 Reflexes advances as the stats do.

Steel [B] 3 F D
 — Routine: ○○○○ = P — Routine: ○○○○ = P
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Mortal Wound [B] 9 F D
 Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

Hesitation 5
 (Hesitation = 10 - Will exp)

Circles [B] 2 F D
 tests for advancement
 — Routine: ○○○○ = P — Routine: ○○○○ = P
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

Reputation _____ **Affiliation** _____
 Reputation _____ Affiliation _____
 Reputation _____ Affiliation _____

Resources [B] 1 F D
 tests for advancement
 — Routine: ○○○○ = P — Routine: ○○○○ = P
 — Difficult: ○○○○ = P — Difficult: ○○○○ = P
 — Challenge: ○○○● = P — Challenge: ○○○● = P

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 R ○○○○
D ○○○○
C ○○○● _____

Persuasion [B] 3 R ○○○○
D ○○○○
C ○○○● _____

Sing [B] 3 R ○○○○
D ○○○○
C ○○○● _____

Falsehood [B] 4 R ○○○○
D ○○○○
C ○○○● _____

Conspicuous [B] 4 R ○○○○
D ○○○○
C ○○○● _____

Slight of Hand [B] 2 R ○○○○
D ○○○○
C ○○○● _____

Musical Instrument [B] 3 R ○○○○
D ○○○○
C ○○○● _____

Musical Composition [B] 2 R ○○○○
D ○○○○
C ○○○● _____

Poetry [B] 2 R ○○○○
D ○○○○
C ○○○● _____

Read [B] 2 R ○○○○
D ○○○○
C ○○○● _____

Oratory [B] 3 R ○○○○
D ○○○○
C ○○○● _____

_____ R ○○○○
D ○○○○
C ○○○●

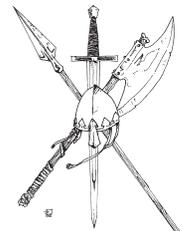
_____ R ○○○○
D ○○○○
C ○○○●

_____ 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] <u>1</u>	[B] <u>3</u>	[B] <u>4</u>	2	-	3	Shortest
_____	<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
<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	_____
○○○○○○○	Right Arm	_____
○○○○○○○	Left Arm	_____
○○○○○○○	Right Leg	_____
○○○○○○○	Left Leg	_____
○○○○○	Shield	_____

Clumsy Weight
 STEALTHY: _____ SPEED: _____
 PERCEPTION: _____ AGILITY: _____