

## ⊕ Character Index ⊕

**Name** Stock Man    **Age** 28    **Lifepaths** Village Born  
 Shopkeeper  
 Hosteller  
 Hosteller

**Alias** \_\_\_\_\_    **Homeland** \_\_\_\_\_    **Features** \_\_\_\_\_

## ⊕ Beliefs ⊕

**Belief 1** (F: ○ P: ○ D: ○) If I do not act soon, the plague will take my spouse from me, but if they are taken to the hospice, I will never see them again.

**Belief 2** (F: ○ P: ○ D: ○) My spouse is hidden in the Hallowed Hearth, and no one must know, or my reputation and livelihood will be destroyed.

**Belief 3** (F: ○ P: ○ D: ○) There are in the world some who possess great and terrible powers. Some have visited the Hallowed Hearth before; I have seen them.

**Belief Special**  
 (F: ○ P: ○ D: ○) \_\_\_\_\_

## ⊕ Instincts ⊕

**Instinct 1** (F: ○ P: ○ D: ○) Always lock doors behind me.

**Instinct 2** (F: ○ P: ○ D: ○) Never leave the common room unattended.

**Instinct 3** (F: ○ P: ○ D: ○) Always know where my beloved is.

## ⊕ Traits ⊕

**Character Traits** Fixed Smile  
 Exasperated  
 Superstitious  
 Dutiful

**Die Traits** \_\_\_\_\_

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

## ⊕ Relationships ⊕

**Relationships** \_\_\_\_\_    **Circles** \_\_\_\_\_    **Named Circles** \_\_\_\_\_    **Enemy Circles** \_\_\_\_\_

## ⊕ Gear, Possessions and Property ⊕

Clothing  
 Shoes  
 Hallowed Hearth Inn



## ⊕ Artha and Epiphanies ⊕

**Late** 4    **Persona** 2    **Deeds** D  
 Open-end 6s    +1D per point    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

<b>Skill</b> _____ Total Artha Spent (F) (P) (D)			
<b>Skill</b> _____ Total Artha Spent (F) (P) (D)			

## ⊕ Notes, Spells and Other Miscellanea ⊕

It is a hard life in Fortune's Pass, but you and your spouse have carved out a good home, the inn has prospered. A few days ago, your spouse fell ill with the plague. You've hidden this fact, and if others found that you've hidden a plague bearer in the inn; it would destroy the reputation of the Hallowed Hearth, and you would never see your spouse again. But folks of great power have visited the inn before, and there is a slim hope that a guest may happen by who can cure them.

## ⊕ 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
Falsehood	7	●●●●○ ○●●●○ ○●●●○ ○●●●○ ○●●●○
_____	○	○●●●○ ○●●●○ ○●●●○ ○●●●○

## ⊕ Practice Log ⊕



## ⊕ Stats ⊕

**Will** [B 3] **Power** [B 4] **Agility** [B 4]

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

— Difficult: ○○○○ = (F) (D)  
 — Challenge: ○○○● = (P) (D)

— Difficult: ○○○○ = (F) (D)  
 — Challenge: ○○○● = (P) (D)

## ⊕ Attributes ⊕

**Health** [B 3] **Reflexes** [B 4]

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

— Routine: ○○○○ = (F) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

**Steel** [B 2] **Mortal Wound** [B 10]

— Routine: ○○○○ = (F) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

— Routine: ○○○○ = (F) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

**Hesitation** 6  
 (Hesitation = 10 - Will exp)

**Circles** [B 1] **Reputation** **Affiliation**

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

— Routine: ○○○○ = (P) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

**Resources** [B 3] **Tax** **Cash**

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

— Routine: ○○○○ = (P) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

## 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 ⊕

**Haggling** [B 2] **Accounting** [B 2]

**Observation** [B 3] **Merchant-Wise** [B 1]

**Cooking** [B 3] **Mending** [B 2]

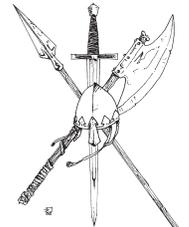
**Soothing Platitudes** [B 4] **Guest-Wise** [B 2]

**Persuasion** [B 2] **Read** [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
	□	□	□				
	□	□	□				
	□	□	□				



### MISSILE WEAPONS

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: \_\_\_\_\_