

⊕ 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 ⊕

Iate **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

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 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**

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



Power **B 4**

— Difficult: ○○○○
— Challenge: ○○○●



Agility **B 4**

— Difficult: ○○○○
— Challenge: ○○○●



Perception **B 4**

— Difficult: ○○○○
— Challenge: ○○○●



Forte **B 4**

— Difficult: ○○○○
— Challenge: ○○○●



Speed **B 4**

— Difficult: ○○○○
— Challenge: ○○○●



Stride: _____ Mounted Stride: _____

Attributes

Health **B 3**

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



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



Reflexes **B 4**

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

Steel **B 2**

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



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



Mortal Wound **B 10**

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

Hesitation **6**

(Hesitation = 10 - Will exp)

Circles **B 1**

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



Reputation
Reputable Business Owner
Reputation
Reputation

Affiliation
Affiliation
Affiliation

Resources **B 3**

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

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

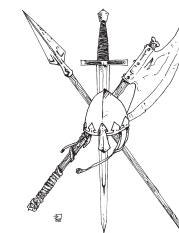
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
Superb— 1.5x Mark (round down)

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

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: _____