

⊕ Character Index ⊕

Name Stock Man **Age** 28 **Lifepaths** Village Born
 Clerk
 Student
 Scholar

Alias **Homeland** **Features**

⊕ Beliefs ⊕

- Belief 1** (F: ○ P: ○ D: ○) | My treatise on the supernatural and witchcraft was brilliant; I will prove such forces exist and return to prominence in the academic community.
- Belief 2** (F: ○ P: ○ D: ○) | The search for truth is the greatest ambition of man.
- Belief 3** (F: ○ P: ○ D: ○) | Nothing silences the voices of ignorance so thoroughly as evidence.
- Belief Special** (F: ○ P: ○ D: ○) |

⊕ Instincts ⊕

- Instinct 1** (F: ○ P: ○ D: ○) | Always correct the misconceptions of common men.
- Instinct 2** (F: ○ P: ○ D: ○) | When tensions rise, be a fly on the wall.
- Instinct 3** (F: ○ P: ○ D: ○) | Always buy a drink for someone willing to learn from me.

⊕ Traits ⊕

- Character Traits** **Die Traits** **Call-On Traits**
 Cramped Hands Bookworm (Describe trait and the skill it affects)
 Rabble Rouser (Reduce the aptitude
 Know-it-all for learning academic
 Bitter skills by one)
 Pariah
 Prone to exaggeration

⊕ Relationships ⊕

Relationships **Circles** **Named Circles** **Enemy Circles**

⊕ Gear, Possessions and Property ⊕

Clothes
 Shoes
 Personal effects



⊕ Artha and Epiphanies ⊕

Fate 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)			

⊕ Notes, Spells and Other Miscellanea ⊕

Your treatise on the nature of witchcraft was ridiculed as 'superstitious drivel' and you left the halls of academia in disgrace. Unable to prove your theories, you never amounted to more than a joke among the people whom you have always most respected.

⊕ 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
Demonology	6	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●
_____	○	○○○○●

⊕ Practice Log ⊕



⊕ Stats ⊕

Will [B] 5

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



Power [B] 4

— Difficult: ○○○○
 — Challenge: ○○○●



Agility [B] 3

— 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: ○○○●

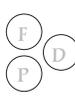


Reflexes [B] 3

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

Steel [B] 2

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



_____ □ _____

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



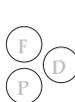
Mortal Wound [B] 10

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

Hesitation 5
 (Hesitation = 10 - Will exp)

Circles [B] 2

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

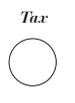


Reputation
 2D - Disgraced Scholar
 Reputation
 Reputation

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 ⊕

Bureaucracy [B] 3

R○○○○
 D○○○○
 C○○○●

Write [B] 3

R○○○○
 D○○○○
 C○○○●

Read [B] 3

R○○○○
 D○○○○
 C○○○●

Philosophy [B] 3

R○○○○
 D○○○○
 C○○○●

Rule of Law [B] 4

R○○○○
 D○○○○
 C○○○●

History [B] 3

R○○○○
 D○○○○
 C○○○●

Symbology [B] 5

R●○○○
 D●○○○
 C○○○●

Anatomy [B] 3

R○○○○
 D○○○○
 C○○○●

Inconspicuous [B] 3

R○○○○
 D○○○○
 C○○○●

Research [B] 3

R●○○○
 D●○○○
 C○○○●

Illuminations [B] 1

R○○○○
 D○○○○
 C○○○●

Rhetoric [B] 2

R●○○○
 D●○○○
 C○○○●

Witchcraft-wise [B] 2

R●○○○
 D●○○○
 C○○○●

Composition [B] 2

R●○○○
 D●○○○
 C○○○●

_____ □ _____

R○○○○
 D○○○○
 C○○○●

_____ □ _____

R●○○○
 D●○○○
 C○○○●

_____ □ _____

R○○○○
 D○○○○
 C○○○●

_____ □ _____

R○○○○
 D○○○○
 C○○○●

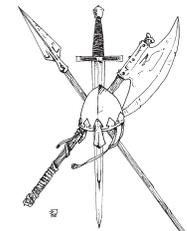
_____ □ _____

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>2</u>	[B] <u>4</u>	[B] <u>6</u>	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: _____