

## ⊕ Character Index ⊕

**Name** Stock Man    **Age** 24    **Lifepaths** Noble Born  
 Bastard  
 Conner  
 Courier

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

### ⊕ Beliefs ⊕

- Belief 1** (F: ○ P: ○ D: ○) | My privileges in Fortune's Pass can only remain as long as the secret of my father's madness is kept.
- Belief 2** (F: ○ P: ○ D: ○) | I will prove the innocence of my betrothed's sister; only then can I secure my place among the nobility.
- Belief 3** (F: ○ P: ○ D: ○) | Common folk wish to serve the nobility.
- Belief Special** (F: ○ P: ○ D: ○) | \_\_\_\_\_

### ⊕ Instincts ⊕

- Instinct 1** (F: ○ P: ○ D: ○) | Always speak with my father's authority.
- Instinct 2** (F: ○ P: ○ D: ○) | Never reduce yourself to physical labour.
- Instinct 3** (F: ○ P: ○ D: ○) | When asked directly of a secret, make a joke, and find another topic to speak of.

### ⊕ Traits ⊕

- Character Traits**  
 Red Cheeks
- Die Traits**  
 Mark of Privilege  
 (+1 Ob to Inconspicuous or Falsehood tests when Masquerading as someone lower than your station)
- Call-On Traits**  
 (Describe trait and the skill it affects)
- Good For Nothing
- Sense of Entitlement

### ⊕ Relationships ⊕

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

### ⊕ Gear, Possessions and Property ⊕

Finery  
 Riding Horse  
 Estate (property)



## ⊕ Artha and Epiphanies ⊕

**Fate** 4    **Persona** 2    **Deeds** D  
 Open-end 6s    +1D per point    Double dice or rerooll 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> _____	<b>Skill</b> _____	<b>Skill</b> _____	<b>Skill</b> _____
Total Artha Spent (F) (P) (D)			
<b>Skill</b> _____	<b>Skill</b> _____	<b>Skill</b> _____	<b>Skill</b> _____
Total Artha Spent (F) (P) (D)			

### ⊕ Notes, Spells and Other Miscellanea ⊕

You are the bastard and only child of the Baron of Fortune's Pass and it's surrounding lands. The privileges you are afforded by your blood, though not official, still keep you comfortable.

Your upcoming marriage to a noble of a lesser barony could cement your place, but there are two problems. Your fiance's sister has been arrested for witchcraft, and if this is proven true, the bloodline will lose their influence. Perhaps more dangerous still, your father has also become quite mad since the death of his wife, and you have been hiding this from the outside world ever since.

### ⊕ 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
Estate Management	6	●●●●○ ○○○●●
_____	○	○○○○○ ○○○○○

### ⊕ Practice Log ⊕



## ⊕ Stats ⊕

**Will** [B] 4 **Power** [B] 5 **Agility** [B] 3

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

**Perception** [B] 4 **Forte** [B] 5 **Speed** [B] 3

— Routine: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Difficult: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Challenge: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○

## ⊕ Attributes ⊕

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

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

**Steel** [B] 3 **Mortal Wound** [B] 11

— Routine: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Difficult: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Challenge: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○

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

**Circles** [B] 2 Reputation 1D (infamous) - Bastard Reputation Affiliation 1D - Nobility Affiliation

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

**Resources** [B] 2 Tax Cash Funds/Property Loans/Debt

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

## 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 ⊕

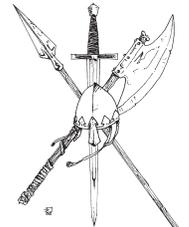
**Family Secret-Wise** [B] 3 **Etiquette** [B] 3 **Extortion** [B] 2 **Brewer** [B] 2 **Mending** [B] 1 **Drinking** [B] 2 **Beer-wise** [B] 2 **Riding** [B] 3 **Countryside-wise** [B] 2 **Persuasion** [B] 4 **Falsehood** [B] 3

— Routine: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Difficult: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○  
 — Challenge: ○○○○ = ○ ○ ○ ○ = ○ ○ ○ ○

## ⊕ 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] 3	[B] 5	[B] 7	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: \_\_\_