

## ⊕ Character Index ⊕

**Name** Stock Man    **Age** 24    **Lifepaths**  
 Born Peasant  
 Foot Soldier  
 Sergeant  
 Veteran

**Alias**    **Homeland**    **Features**

## ⊕ Beliefs ⊕

- Belief 1** (F: ○ P: ○ D: ○) | A simple choice can lead to a lifetime of regret; already I have too many innocents staring back from my shadow.
- Belief 2** (F: ○ P: ○ D: ○) | The witch is under my protection, and her fate is my responsibility.
- Belief 3** (F: ○ P: ○ D: ○) | I do not need to draw steel to overcome my foes.
- Belief Special** (F: ○ P: ○ D: ○) |

## ⊕ Instincts ⊕

- Instinct 1** (F: ○ P: ○ D: ○) | Always make note of who is armed.
- Instinct 2** (F: ○ P: ○ D: ○) | Meet a threat with a promise of greater violence - I am a soldier, and will not be intimidated.
- Instinct 3** (F: ○ P: ○ D: ○) | Always keep a low profile - I do not need to be reminded of my past.

## ⊕ Traits ⊕

<b>Character Traits</b>	<b>Die Traits</b>	<b>Call-On Traits</b>
Disciplined	Stubborn	(Describe trait and the skill it affects)
Seasoned	(+2D to body	
Broken Man	Of argument	
Missing Digits	in a DoW that	
Restless	contravenes a	
	belief)	

## ⊕ Relationships ⊕

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

## ⊕ Gear, Possessions and Property ⊕

Sword  
 Target shield  
 Reinforced leather armour  
 Travelling gear



## ⊕ 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

<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 ⊕

The last time you were in Fortune's Pass, you were still a soldier. It was you who tracked a small band of men and women marked as traitors to the king. Your commander, led by you to their camp, put every last one to the sword. You left there named as a hero. It was a moment of your life that still leaves you sleepless many nights. You never drew your sword again.

Now, in exchange for your family's sanctuary from the plague-ravaged countryside, you have been put to the deed of escorting the inquisitor and the witch.

## ⊕ 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
Inconspicuous	6	●●●●○
_____	○	○●●●○
_____	○	○●●●○
_____	○	○●●●○
_____	○	○●●●○
_____	○	○●●●○

## ⊕ Practice Log ⊕



## ⊕ Stats ⊕

**Will** [B 4] **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 4] **Reflexes** [B 3]

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

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

**Steel** [B 6] **Mortal Wound** [B 11]

— 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 2] **Reputation** 2D - War Hero  
 tests for advancement  
 — Routine: ○○○○ = (F) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

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

**Resources** [B 2] **Tax** **Cash**  
 tests for advancement  
 — Routine: ○○○○ = (F) (D)  
 — Difficult: ○○○○ = (P) (D)  
 — Challenge: ○○○● = (P) (D)

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

— Routine: ○○○○ = (F) (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 ⊕

**Soldiering** [B 2] **Armour Training** [B 2]

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

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

**Sword** [B 3]

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

**Shield Training** [B 2]

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

**Brawling** [B 2]

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

**Foraging** [B 1]

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

**Firebuilding** [B 1]

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

**Intimidation** [B 2]

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

**Command** [B 2]

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

**Field Dressing** [B 2]

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

**Soldier-Wise** [B 2]

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

**Interrogation** [B 3]

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

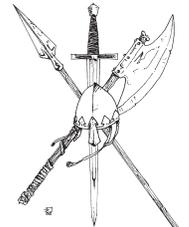
**Read** [B 1]

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

## ⊕ 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
Long Sword	[B 4]	[B 7]	[B 10]	2	-	3	Long
Dirk	[B 3]	[B 5]	[B 7]	1	1	-	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	Reinforced Leather
○○○○○○○	Right Arm	
●●○○○○	Left Arm	Reinforced Leather
●●○○○○	Right Leg	Reinforced Leather
●●○○○○	Left Leg	Reinforced Leather
●●○○○	Shield	Target Shield

### Clumsy Weight

STEALTHY: \_\_\_ SPEED: \_\_\_

PERCEPTION: \_\_\_ AGILITY: \_\_\_