

⊕ Character Index ⊕

Name *Robard*

Stock *Man*

Age *24*

Lifepaths

City Born, Urchin,

City Peddler, Criminal

Alias *Gambler*

Homeland

Features

⊕ Beliefs ⊕

Belief 1
(F: ○ P: ○ D: ○) | *Master Kogan of the gambling house is going to break my knees if I don't pay off my debts. I've got to get paid in this venture!*

Belief 2
(F: ○ P: ○ D: ○) | *I was the one who figured out where this treasure was; it belongs to me!*

Belief 3
(F: ○ P: ○ D: ○) | *That Dwarf is not to be trusted. His greed will be the doom of us all. If he makes a move, I'll have to push someone else into his path.*

Belief Special
(F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1
(F: ○ P: ○ D: ○) | *Never throw the first punch.*

Instinct 2
(F: ○ P: ○ D: ○) | *Always haggle for the price.*

Instinct 3
(F: ○ P: ○ D: ○) | *Always cheat.*

⊕ Traits ⊕

Character Traits

Cynical

Die Traits

Sickly [-1D Health]

Call-On Traits

(Describe trait and the skill it affects)
The Story [for Falsehood when telling a story to an audience], *Poker Face* [for Falsehood and Gambling when bluffing], *Fleet of Foot* [for Speed in races or positioning]

⊕ Relationships ⊕

Relationships

Circles

Named Circles

Enemy Circles

⊕ Gear, Possessions and Property ⊕

Run of the mill knife

traveling gear

run of the mill quilted armor (1D)

shoes

clothes

Lockpick toolkit



⊕ Artha and Epiphanies ⊕

Fate
Open-end 6s **2**

Persona
+1D per point **7**

Deeds
Double dice or
reroll a failed dice **0**

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**

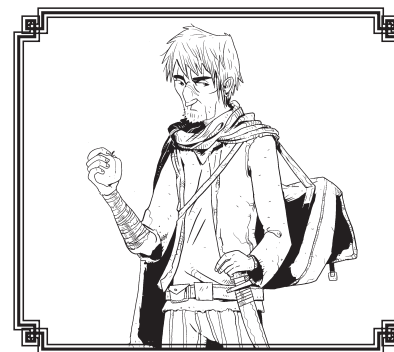
Skill

Total Artha Spent **F P D**

Skill

Total Artha Spent **F P D**

⊕ Notes, Spells and Other Miscellaneous ⊕



⊕ 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

	<input type="radio"/>	○○○○		<input type="radio"/>	○○○○
	<input type="radio"/>	○○○○●		<input type="radio"/>	○○○○●
	<input type="radio"/>	○○○○●		<input type="radio"/>	○○○○●
	<input type="radio"/>	○○○○●		<input type="radio"/>	○○○○●
	<input type="radio"/>	○○○○●		<input type="radio"/>	○○○○●
	<input type="radio"/>	○○○○●		<input type="radio"/>	○○○○●

⊕ Practice Log ⊕



⊗ Stats ⊗

Will **B** 4

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



Power **B** 4

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



Agility **B** 4

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



Perception **B** 4

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



Forte **B** 4

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



Speed **B** 4

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



Stride: 7 Mounted Stride: _____

⊗ Attributes ⊗

Health **B** 3

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



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



Reflexes **B** 4

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

Steel **B** 3

— 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** 2

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



Reputation

Reputation

Reputation

Affiliation 1D Thieves' Guild of

Affiliation Scarport

Affiliation

Resources **B** 0

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



Tax

Cash

Funds/Property

Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance				Su		Li		Mi	Se	Tr	MW						
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 ⊗

Brawling **B** 2

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

Climbing **B** 3

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

Falsehood **B** 2

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

Haggling **B** 3

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

Inconspicuous **B** 3

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

Knives **B** 3

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

Lockpick **B** 3

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

Mending **B** 3

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

Persuasion **B** 4

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

Stealthy **B** 3

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

Streetwise **B** 3

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

Tomb-wise **B** 2

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

⊗ Weapons and Armor ⊗

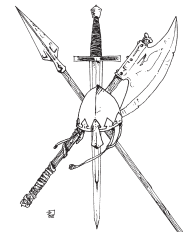
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
Superb— 1.5x Mark (round down)

	MELEE	I	M	S	Add	VA	WS	Length
Bare fist	B 2	B 4	B 6	2	-	3		Shortest
Knife	B 3	B 5	B 7	1	-	X		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	2D
○○○○○○○	Right Arm	1D
○○○○○○○	Left Arm	1D
○○○○○○○	Right Leg	1D
○○○○○○○	Left Leg	1D
○○○○○	Shield	—

Clumsy Weight

STEALTHY: _____ SPEED: _____

PERCEPTION: _____ AGILITY: _____