

⊕ Character Index ⊕

Name **Brechtanz** Stock **Dwarf** Age **81** Lifepaths
Born Clansman, Delver,
Tinkerer, Adventurer

Alias **Adventurer** Homeland Features

⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) *This sword was a treasure of my clan for generations, stolen by foul Roden and abandoned here. I'll restore it to its rightful place among my people.*

Belief 2 (F: ○ P: ○ D: ○) *Words may be eaten, but blood is forever once spilled. Better a heated exchange than an exchange of blows.*

Belief 3 (F: ○ P: ○ D: ○) *My companions and I have seen much hardship together; I'll get them home safely.*

Belief Special (F: ○ P: ○ D: ○) *Oath: My Uncle Dvalin is proud but destitute. I will do anything to restore his fortunes.*

⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) *Whenever someone tells a tale, always one-up them.*

Instinct 2 (F: ○ P: ○ D: ○) *Always compliment good craftsmanship.*

Instinct 3 (F: ○ P: ○ D: ○) *Always keep a knife in my boot.*

⊕ Traits ⊕

Character Traits

Curious
 Bearded

Die Traits

Accustomed to the Dark [no penalties for twilight, starlight, candlelight, lamp light or torchlight], Greed [Emotional Attribute], Oathsworn [grants additional belief], Shaped from Earth and Stone [grants access to Dwarven Arts], Stout [Speed Multiplier x3], Tough [round up when factoring

Mortal Wound], Deep Sense [use Perception as Orienteering while underground], Adventurer [+1 Ob to Circles tests with all Artificer and Noble-born Dwarves, free 1D affiliation outside the Dwarf hold], Stubborn [+2D to body of argument in a Duel of Wits that contravenes a belief]

⊕ Relationships ⊕

Relationships

Uncle Dvalin

Circles

Named Circles

Enemy Circles

⊕ Gear, Possessions and Property ⊕

Shoddy sword
 shoddy knife

clothes,
 traveling gear,
 sturdy shoes,
 shoddy Herbalism tools,

shoddy Excavation tools,
 shoddy Lockpick tools



⊕ 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	Skill	Skill	Skill
Total Artha Spent	Total Artha Spent	Total Artha Spent	Total Artha Spent
F P D	F P D	F P D	F P D
Skill	Skill	Skill	Skill
Total Artha Spent	Total Artha Spent	Total Artha Spent	Total Artha Spent
F P D	F P D	F P D	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
_____	○	○○○○○
_____	○	○○○○○
_____	○	○○○○○
_____	○	○○○○○
_____	○	○○○○○
_____	○	○○○○○
_____	○	○○○○○

⊕ Practice Log ⊕



⊕ Stats ⊕

Will **B** 5

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



Power **B** 4

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



Agility **B** 4

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



Perception **B** 5

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



Forte **B** 5

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



Speed **B** 4

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



Stride: 6 Mounted Stride: _____

⊕ Attributes ⊕

Health **B** 7

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



Greed **B** 3

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



Reflexes **B** 4

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

Riches, Beauty, Craftsmanship

Steel **B** 5

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



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



Mortal Wound **B** 11

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 Rough and tumble adventurer Affiliation Kwanish Antiquers, 1D

Reputation in the village of Verge, 1D

Affiliation Thieves' Guild of Scarport, 1D

Reputation

Affiliation

Resources **B** 1

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



Tax

Cash

Funds/Property

Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance															
			<i>Su</i>			<i>Li</i>		<i>Mi</i>	<i>Se</i>	<i>Tr</i>	<i>MW</i>				
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15
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 ⊕

Tunnel-wise **B** 2



Stuff-wise **B** 2



Survival **B** 3



Mending **B** 3



Scavenging **B** 2



Excavation⁵ **B** 3



Climbing **B** 2



Herbalism **B** 3



Haggling **B** 2



Firebuilding **B** 2



Sword **B** 3



Lockpick **B** 3



Obscure History **B** 2



Persuasion **B** 4



⁵This ability is open-ended. 6s



explode when rolling. See individual ability descriptions in Character



Burner: _____

















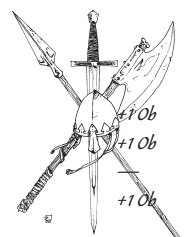




⊕ Weapons and Armor ⊕

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
Shoddy Knife	B 3	B 5	B 7	1	-	X	Shortest
Shoddy Sword	B 4	B 7	B 10	2	-	3	Long
	□	□	□				
	□	□	□				



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	3D
○○○○○○○	Torso	4D
○○○○○○○	Right Arm	3D
○○○○○○○	Left Arm	3D
○○○○○○○	Right Leg	3D
○○○○○○○	Left Leg	3D
○○○○○	Shield	

Clumsy Weight

STEALTHY: _____ SPEED: _____
PERCEPTION: _____ AGILITY: _____