

Character Index

Name *Fureard* Stock *Dwarf* Age *55*

Alias *Adventurer* Homeland *Ironback* Features

Lifepaths *Born Clansman,
Lead to Dwarven Guild, Hawker,
Lead to Dwarven Host, Arbalester,
Lead to Dwarven Outcast, Adventurer*

Beliefs

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) *A fair price can never be won without haggling. To fail to haggle is to show a disrespect for the quality of the goods!*

Belief Special
(F: ○ P: ○ D: ○)

Instincts

Instinct 1
(F: ○ P: ○ D: ○) *Never boast or brag about my great deeds.*

Instinct 2
(F: ○ P: ○ D: ○) *Never give up.*

Instinct 3
(F: ○ P: ○ D: ○) *Always be on the lookout for a dragon hoard!*

Traits

Character Traits
Bearded
Squinty

Die Traits
Accustomed to the Dark [pg. 118]
Greed [pg. 118]
Oathsworn [pg. 119]
Shaped from Earth and Stone [pg. 119]

Stout [pg. 119]
Tough [pg. 119]
Adventurer [pg. 311]
Cool-Headed [pg. 320]

Relationships

Relationships
Artificer uncle (minor, other family)

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

Dwarven plated leather (3D, ignores first armor damage)
Shoddy sword
Shoddy crossbow
Dwarven clothes
sturdy shoes
traveling gear

Dwarven Lockpick toolkit (+1D)
Shoddy Herbalism kit
shoddy Mending kit

Artha and Epiphanies

Fate
Open-end 6s **F2**

Persona
+1D per point **P7**

Deeds
Double dice or
reroll a failed dice **D0**

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
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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 Miscellanea



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 4

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



Power B 4

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



Agility B 4

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



Perception B 6

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



Forte B 5

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



Speed B 3

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



Stride: 6 Mounted Stride:

⊕ Attributes ⊕

Health B 5

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



Greed B 4

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



Reflexes B 4

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

Steel B 7

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



Riches, beauty, craftsmanship

Mortal Wound B 11

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

Hesitation 6/5

(Hesitation = 10 - Will exp)

Circles B 2

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



Reputation

Reputation

Reputation

Affiliation 1D affiliation with

Affiliation Antiquer's Guild

Affiliation

Resources B 0

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 ⊕

Appraisal B 3



Artillery Hand B 2



Brawling B 3



Climbing B 2



Conspicuous B 2



Crossbow B 3



Firebuilding B 3



Haggling B 3



Herbalism B 3



Inconspicuous B 2



Knives B 2



Lockpick B 2



Lost Treasure-wise B 3



Man-wise B 3



Obscure History B 3



Persuasion B 3



Streetwise B 3



Survival B 2



Sword B 3



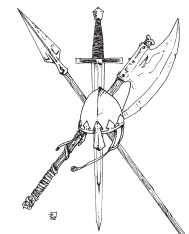
Symbology B 3



⊕ 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	<u>B 2</u>	<u>B 4</u>	<u>B 6</u>	2	-	3	Shortest
Shoddy Long Sword	<u>B 4</u>	<u>B 7</u>	<u>B 10</u>	2	-	3	Long



MISSILE WEAPONS

Crossbow	I	M	S	VA	ammunition
	<u>B 4</u>	<u>B 8</u>	<u>B 11</u>	2	12 bolts
Range Dice: Optimal	2D	Extreme	3D	DOF: M-2	M3-4S 5-6

	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	3D

Clumsy Weight

STEALTHY: +1Ob SPEED:

PERCEPTION: +1Ob AFFILIATION: +1Ob