

## ⊕ Character Index ⊕

Name *Fidhean* Stock *Elf* Age *130*

Lifepaths  
*Born Citadel, Student, Song  
Singer, Bard*

Alias *Bard* Homeland Features

## ⊕ Beliefs ⊕

- Belief 1 (F: ○ P: ○ D: ○) *This sword was made by my father. Using its markings, I will demonstrate its origin to my companions so they cannot dispute its ownership.*
- Belief 2 (F: ○ P: ○ D: ○) *I must return this lost sword to my father so that he will forgive me and allow me to return from my exile.*
- Belief 3 (F: ○ P: ○ D: ○) *True friends and companions are a great treasure, and I will not let mine come to harm.*

Belief Special  
(F: ○ P: ○ D: ○)

## ⊕ Instincts ⊕

- Instinct 1 (F: ○ P: ○ D: ○) *Never accept an insult.*
- Instinct 2 (F: ○ P: ○ D: ○) *When a friend is hurt, soothe him.*
- Instinct 3 (F: ○ P: ○ D: ○) *When times are dark, sing to uplift the hearts of those around me.*

## ⊕ Traits ⊕

Character Traits  
*Born Under the Silver Stars  
Fair and Statuesque*

Die Traits  
*Essence of the Earth* [no need to make Health tests for disease, +1D to Health tests against fatigue or poison], *First Born* [ability to use Elven Songs], *Grief* [Emotional Attribute], *Exile* [Dt, cannot journey West; +1D to starting Grief; infamous reputation]

*Keen Sight* [+1D to Perception-based and Observation-based field maneuvers in Range and Cover or any Perception test involving long distances; no Ob penalties for dim light (not complete darkness)]

## ⊕ Relationships ⊕

Relationships  
*Fineath, father and althing of the Citadel of Amon Kel*

Circles  
Named Circles  
Enemy Circles

## ⊕ Gear, Possessions and Property ⊕

Traveling gear  
Elven flute

run of the mill plated leather armor (3D)  
run of the mill sword

Elven clothes  
Elven shoes

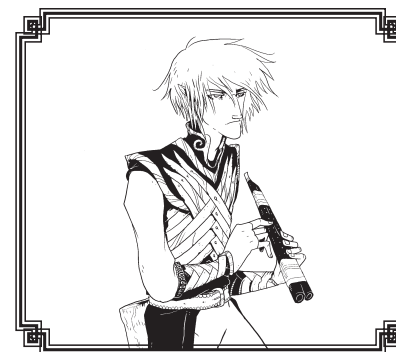


## ⊕ Artha and Epiphanies ⊕

Fate Open-end 6s *2* +1D per point  
Persona *P*  
Deeds Double dice or reroll a failed dice *D*  
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 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** 6

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



Power **B** 3

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



Agility **B** 5

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



Perception **B** 6

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



Forte **B** 3

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



Speed **B** 6 (5 in armor)

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



Stride: 8 Mounted Stride: \_\_\_\_\_

## ⊕ Attributes ⊕

Health **B** 6

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



Grief **B** 5

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



Reflexes **B** 5

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

Steel **B** 7

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



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



Mortal Wound **B** 9

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

Hesitation 4

(Hesitation = 10 - Will exp)

Circles **B** 3

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



Reputation Traveling Bard, 1D, Affiliation The Exiles of Amon Kel, 1D

Reputation Exile among the Elves Affiliation

Reputation of Amon Kel, 1D Affiliation  
(Infamous)

Resources **B** 1

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



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 ⊕

Elven Script **B** 3

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

Lyric of Law<sup>s</sup> **B** 3

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

Sing **B** 4

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

Song of Merriment<sup>s</sup> **B** 3

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

Ballad of History<sup>s</sup> **B** 3

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

Etiquette **B** 4

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

Oratory **B** 5

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

Song of Songs<sup>s</sup> **B** 3

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

Song of Soothing<sup>s</sup> **B** 3

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

Lament of Stars<sup>s</sup> **B** 3

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

Verse of Friendship<sup>s</sup> **B** 3

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

Conspicuous **B** 3

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

Flute **B** 2

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

Sword **B** 4

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

Man-wise **B** 3

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

Elven Artifact-wise **B** 3

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

<sup>s</sup>This ability is open-ended. 6s

explode when rolling. See individual

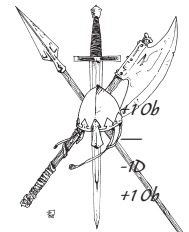
ability descriptions in Character

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
<i>Bare fist</i>	<div><div>B</div><div>2</div></div>	<div><div>B</div><div>3</div></div>	<div><div>B</div><div>4</div></div>	2	-	3	<i>Shortest</i>	
<i>Sword</i>	<div><div>B</div><div>3</div></div>	<div><div>B</div><div>6</div></div>	<div><div>B</div><div>9</div></div>	2	-	3	<i>Long</i>	
	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>					
	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>					
	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>					



### 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	4D
○○○○○○○	Right Arm	3D
○○○○○○○	Left Arm	3D
○○○○○○○	Right Leg	3D
○○○○○○○	Left Leg	3D
○○○○○	Shield	—

### Clumsy Weight

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

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