



## ⊕ Stats ⊕

Will **B** 5

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** 4

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



Faith **B** 5

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



Reflexes **B** 4

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

Steel **B** 6

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



Mortal Wound **B** 10

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



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 1D an idealistic

Reputation young priest

Reputation

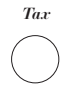
Affiliation 2D affiliation with the

Affiliation temple

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 ⊕

Oratory **B** 3

Suasion **B** 5

Doctrine **B** 4

Read **B** 3

Write **B** 4

Etiquette **B** 4

Religious History **B** 2

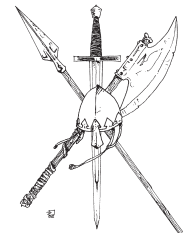
## ⊕ Weapons and Armor ⊕

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>B</b> 2	<b>B</b> 4	<b>B</b> 6	2	-	3	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	_____
○○○○○○○	Right Arm	_____
○○○○○○○	Left Arm	_____
○○○○○○○	Right Leg	_____
○○○○○○○	Left Leg	_____
○○○○○	Shield	_____

### Clumsy Weight

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

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