

⊕ Character Index ⊕

Name *Cerebirn*

Stock *Elf*

Age *136*

Lifepaths *Citadel Born,
Wanderer, Student, Lead to
Protector, Bowyer*

Alias *Elven*

Homeland

Features

Wanderer

⊕ Beliefs ⊕

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) *I have been a wanderer, student and soldier in my short life. It is time now to
journey into the human lands and learn what I can from my younger brothers.*

Belief Special
(F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1
(F: ○ P: ○ D: ○) *The roads are dangerous. Always keep my bow at hand.*

Instinct 2
(F: ○ P: ○ D: ○) *When waiting, practice Bowcraft.*

Instinct 3
(F: ○ P: ○ D: ○) *When passing quietly by a door, sing the Air of Gates.*

⊕ Traits ⊕

Character Traits
Born Under the Silver Stars
Fair and Statuesque

Die Traits
Essence of the Earth [pg. 139]
First Born [pg. 140] *Lost [CB, pg. 333]*
Grief [pg. 140]
Keen Sight [pg. 140]

⊕ Relationships ⊕

Relationships
*cousin (minor, other
family, hateful/rival)*

Circles

Named Circles

Enemy Circles

⊕ Gear, Possessions and Property ⊕

*Elven clothes,
Elven shoes,
Traveling gear,*

*Mirrorwine,
Elven bread,
hunting bow*



⊕ 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

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 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** 5

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



Power **B** 4

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



Agility **B** 5

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



Perception **B** 6

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



Forte **B** 4

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



Speed **B** 5

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



Stride: 8 Mounted Stride: _____

⊕ Attributes ⊕

Health **B** 6

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



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

Reflexes **B** 5

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

Steel **B** 6

— 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 5
(Hesitation = 10 - Will exp)

Circles **B** 2

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



Reputation

Reputation

Reputation

Affiliation

Affiliation

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 ⊕

Air of Gates^s

B 4

○○○○○
○○○○○
○○○○○

Ballad of History^s

B 3

○○○○○
○○○○○
○○○○○

Bow

B 4

○○○○○
○○○○○
○○○○○

Bow-wise

B 3

○○○○○
○○○○○
○○○○○

Bowcraft^s

B 2

○○○○○
○○○○○
○○○○○

Elven Script

B 3

○○○○○
○○○○○
○○○○○

Etiquette

B 2

○○○○○
○○○○○
○○○○○

Lyric of Law^s

B 3

○○○○○
○○○○○
○○○○○

Mending

B 3

○○○○○
○○○○○
○○○○○

Oratory

B 3

○○○○○
○○○○○
○○○○○

Scavenging

B 3

○○○○○
○○○○○
○○○○○

Song of Paths and Ways^s

B 4

○○○○○
○○○○○
○○○○○

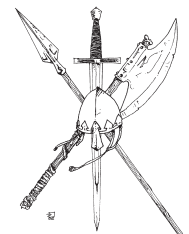
^sThese skills are magical. All 6s explode.

○○○○○
○○○○○
○○○○○

⊕ 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
	□	□	□				
	□	□	□				
	□	□	□				
	□	□	□				



MISSILE WEAPONS

Hunting Bow

I

M

S

VA

ammunition

B 4

B 7

B 10

1

12 hunting arrows

Range Dice: Optimal 1D Extreme 2D | DOF: V-2 M3-4 S 5-6

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: _____