The state of the s	Character Index	x 🕀	Artha and Epiphanies	0	
Name Theoden	Stock Man Age 20	Lifepath s Born Noble, Lead to Religious,	Fate Persona Deeds Open-end 6s F2 Persona Double dice or reroll a failed dice P1 Persona Deeds Double dice or reroll a failed dice	permanent shade shift) ersona points and 20 Fate points emporary shade shift) ersona points and 5 Fate points	
Alias Idealistic Young Priest	Homeland Verdorben Features Beliefs	Temple Acolyte, Priest	Skill Skill Skill Skill Skill Skill Skill Spent F P D Total Artha F P D Total Artha Spent F P D	Skill Total Artha Spent F P D	
Belief 1 (F: ○ P: ○ D: ○) Belief 2			Skill Skill Skill Total Artha Spent F P D	Skill	
(F: O P: O D: O)	is the light; Tudom is justice. I am an ins Iim until my dying breath.	trument of His Will and shall	Prayer Obstacles Boon—Ob 2. Make any ability open-ended until end of scene. Blessing—Ob 3. Add 1D to any ability for one test or series.	llanea &	
Instinct 1 (F: O P: O D: O) Always	\oplus $Instincts$ \oplus punish the wicked in kind for their evil a	1	Aid—Ob 4. Add margin of success to any ability except Reflexes, Circles, Mortal Wound or Resources. Hindrance—Ob 4. Cause creature to hesitate for two actions. Guidance—Ob 5. Ask Tudom to quide your way!		
(F: O F: O D: O)	take up arms.		Minor Miracle—Ob 5. Bring light, break spells, heal the wounded, mend the blade.		
Instinct 3 (F: O P: O D: O)	pray for the souls of the dead when at se $oxtimes \operatorname{Traits} oxtle{\oplus} $	rvice.	Purification—0b 5. Drive out spirits and demons of Strength or Will of B5 or less. Skills Being Learned	(°) (°) (°)	
Character Traits	Die Traits Mark of Privilege [pg. 335] Tonsured [pg. 350] Vested [pg. 352] Faithful [pg. 325]	Call-On Traits (Describe trait and the skill it affects)	Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility Aptitude Speed Aptitude Power Apt Skill Name	titude Forte Aptitude	
Relationships cousin, an abbot (significant, other family)	Relationships Circles Named Circles	Enemy Circles			
	Possessions and courtly riding horse, Writing kit, shoe		⊕ Practice Log ⊕		
		The same of the sa		William Co.	

A HOUSE OF THE PROPERTY OF THE PARTY OF THE	⊕ Stats ⊕				W ₁₁		⊕ Skills ⊕		
	B _5	Difficult:	B 4 F	Agility Difficu	B 4 .	F _D	©ratory) •	
Challenge:	0000 <u> </u>	Challenge:	\bigcirc	Challen	nge: 0 0 0 •	- (P)	ROOO ROOO		
** Perception	B 4 F	Forte B		Diffic	B 4 lt: 0000	F _D	Doctrine		
Challenge:	.5556 <u> </u>	Challenge:	\sim			- (P)	Read		
Stride: 7 Mounted Stride: Attributes						Write			
	B 4 dvancement		B 5	Reflex	es B 4		Etiquette B 4 10000 D 0000	00	
Routine:	3333 =	Routine: OOOO F Average of Per, A Reflexes advance			Per, Agl, Spd. Round lyances as the stats de	down. o.	Religious History B 2 10000	00	
Steel	B 6			Mortal	ortal D	}			
		D Routine: Difficult:		Wound Average of	Power and Forte (plu	is 6),	R0000 D0000		
Hesitation _ (Hesitation = 10	<u>5</u>	Challenge:		round dou	round down. MW advances as the		R0000		
Circles B 2 Reputation 1D an idealistic Affiliation 2D affiliation with the				tic Affiliat	ion 2D affilia	R0000 R0000 P0000 P0000	00		
tests for advancement Routine: 0000 Difficult: 0000 Affiliation Affiliation					,	R0000 R0000 D0000 D0000			
						R0000 B0000 B0000 C000 □ B0000 C0000			
tests for advancement Boutine: 0000 Funds/Property									
☐ Difficult: ○○○○ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent. Superb— 1.5x Mark (round down)			
PHYSICAL TOLERANCES GRAYSCALE Tolerance Su Li Mi Se Tr MW						MELEE I M S Add VA WS Length			
	B1 B2 B3	B4 B5 B6	B7 B8 B9		B12 B13 B1	4 B15 B16	Bare fist B 2 B 4 B 6 2 - 3 Shortest	/	
Injury					3 3 3				
	0 0 0	0 0 0	0 0 0	0 0	0 0 0				
Wound	Penalty	Obstacle Penalties	Wounded Dice	Injury Recovery	Injury Recovery	Injury Recovery	MISSILE WEAPONS ARMOR		
Superficial	+1 0b/2, -1D/3*						Dice Location Type OOOOO Head		
Light	-1D						I M S VA ammunuton OOOOOO Torso		
Midi Severe	-2D								
Traumatic	-4D						OOOOO Right Leg		
Mortal	Incapacitated						I M S VA ammunition OOOO Shield		
	st Superficial wound g			ive another +1 Ol	b. If a third Super	ficial wound is	Range Dice: Optimal Extreme DOF: I M S STEALTHY: SPEED:		
suffered, the obstacle penalty is replaced with a -1D penalty.						Perception: Agility:			

@ 0011 Like Come Dismiss Wheel is a Desistand Trademak of Like Come Demission agented to make somies for newsonal use virginian wheel come