

⊕ Character Index ⊕

Name *Daniel Wigel* Stock *Man* Age *23*

Lifepaths *Born Peasant,
Trapper, Woodcutter,
Hunter*

Alias *The Hunter* Homeland *Hochena* Features

⊕ Beliefs ⊕

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) *This village is symbolic of all the other villages in the duchy. If it falls to evil, the whole duchy will fall as well.*

Belief Special
(F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1
(F: ○ P: ○ D: ○) *Practice Taxidermy when not on the hunt.*

Instinct 2
(F: ○ P: ○ D: ○) *Always bag something extra for mom.*

Instinct 3
(F: ○ P: ○ D: ○) *Always look for animal tracks.*

⊕ Traits ⊕

Character Traits

Die Traits

Call-On Traits
(Describe trait and the skill it affects)

Quiet [for Speed, pg. 342]

Fortitude [for Forte,, pg. 327]

⊕ Relationships ⊕

Relationships

Circles

Named Circles

Enemy Circles

*beloved mother (minor,
immediate family)
brother who moved to city
and abandoned mother
(minor, immediate family,
hateful/rival)*

⊕ Gear, Possessions and Property ⊕

*Hunting javelins, Trapper kit,
traveling gear, clothes and shoes*



⊕ Artha and Epiphanies ⊕

Fate *Open-end 6s* **F2** *+1D per point* Persona **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	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 4 (F) (D)
 tests for advancement
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Power B 4 (F) (D)
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Agility B 5 (F) (D)
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Perception B 5 (F) (D)
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Forte B 4 (F) (D)
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Speed B 6 (F) (D)
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Stride: 7 Mounted Stride:

⊕ Attributes ⊕

Health B 4 (F) (D)
 tests for advancement
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Reflexes B 5 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)
 Average of Per, Agt, Spd, Round down.
 Reflexes advances as the stats do.

Steel B 3 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Mortal Wound B 10 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)
 Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

Hesitation 6
 (Hesitation = 10 - Will exp)

Circles B 2 (F) (D)
 tests for advancement
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Reputation (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Affiliation (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Resources B 0 (F) (D)
 tests for advancement
 — Routine: ○○○○ = (P)
 — Difficult: ○○○○ = (P)
 — Challenge: ○○○○ = (P)

Tax (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Cash (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Funds/Property (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Loans/Debt (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

PHYSICAL TOLERANCES GRAYSCALE

Tolerance																
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 ⊕

Firebuilding B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Blunting B 3 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Trapper B 3 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Mending B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Foraging B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Orienteering B 3 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Tree-wise B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Tree Cutting B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Tracking B 4 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Stealthy B 4 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Javelin B 4 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Haggling B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

Taxidermy B 2 (F) (D)
 Routine: ○○○○ = (P)
 Difficult: ○○○○ = (P)
 Challenge: ○○○○ = (P)

⊕ 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>	<u>2</u>	<u>-</u>	<u>3</u>	Shortest
	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	

MISSILE WEAPONS

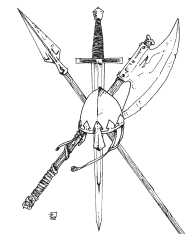
Javelins

I	M	S	VA	ammunition
<u>B 3</u>	<u>B 6</u>	<u>B 9</u>	<u>1</u>	6 javelins

Range Dice: Optimal 1D Extreme 1D DOF: 1-2 3-4 5-6

I	M	S	VA	ammunition
<u> </u>	<u> </u>	<u> </u>	<u> </u>	

Range Dice: Optimal Extreme DOF: 1 M S



ARMOR

Dice	Location	Type
○○○○○○	Head	
○○○○○○○	Torso	
○○○○○○○	Right Arm	
○○○○○○○	Left Arm	
○○○○○○○	Right Leg	
○○○○○○○	Left Leg	
○○○○○	Shield	

Clumsy Weight

STEALTHY: SPEED:

PERCEPTION: AGILITY: