

## ⊕ Character Index ⊕

Name *Ssiz*

Stock *Roden*

Age *20*

Lifepaths

*Born Below, Scavenger,  
Initiate, Guardian*

Alias *Cultist*

Homeland

Features

## ⊕ Beliefs ⊕

Belief 1 (F: ○ P: ○ D: ○) | *To enter the Fields of Paradise, I must present my Visionary with this fabled sword.*

Belief 2 (F: ○ P: ○ D: ○) | *The Prophet says, "To conquer from weakness, divide the strong." I will encourage the interlopers to argue among themselves.*

Belief 3 (F: ○ P: ○ D: ○) | *These squabbling mice hired me to lead them to their treasure. I will now collect what I am owed or else.*

Belief Special (F: ○ P: ○ D: ○) | *Loyal: Fiszik the Visionary will guide us to seize the Fields of Paradise from Men, as prophesied; I will serve him to my dying breath.*

## ⊕ Instincts ⊕

Instinct 1 (F: ○ P: ○ D: ○) | *Always demand payment up front.*

Instinct 2 (F: ○ P: ○ D: ○) | *Never reveal my hand until I'm ready to strike.*

Instinct 3 (F: ○ P: ○ D: ○) | *Tithe half of what I make to the Visionary and the cult.*

## ⊕ Traits ⊕

Character Traits

*Acet's Likeness*

*Tail*

*Pack Rat*

*Greedy*

*Merciless*

*Callous*

Die Traits

*Communal* [grants affiliation with nest], *Enlarged*

*Incisors* [weapon], *Quick-Blooded* [x4 Speed

Multiplier], *Large Ears* [+1D to Perception rolls],

*Skittish* [+1 Hesitation for Fear or Surprise, must

choose Run Screaming if hesitating for more than

one action], *Tunnel Vision* [reduce penalties for

*dun light by one step*], *Broken* [-1 Ob to motivate  
character by Preaching, Oratory or Suasion], *Loyal*  
[adds extra belief]

Call-On Traits

*Coat of Fur* [for Health and Forte related to  
weather and wet], *Hackles* [for Intimidation]

## ⊕ Relationships ⊕

Relationships

Circles

Named Circles

Enemy Circles

## ⊕ Gear, Possessions and Property ⊕

Sword

*wooden shield (2D)*

*traveling gear*

*clothes*

*Blood blossom*

*(+1D to Herbalism or  
Field Dressing tests)*



## ⊕ Artha and Epiphanies ⊕

Fate  
Open-end 6s

2

Persona  
+1D per point

7

Deeds  
Double dice or  
reroll a failed dice

10

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** 4

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



Power **B** 4

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



Agility **B** 4

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



Perception **B** 4(5)

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



Forte **B** 3

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



Speed **B** 5

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



Stride: 8 Mounted Stride: —

## ⊕ Attributes ⊕

Health **B** 3

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



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



Reflexes **B** 4

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

Steel **B** 7

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



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



Mortal Wound **B** 7

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

Hesitation 6/7

(Hesitation = 10 - Will exp)

Circles **B** 2

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



Reputation

Reputation

Reputation

Affiliation 1D with Saba's Nest

Affiliation in the Below

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 ⊕

Inconspicuous **B** 4



Doctrine **B** 2



Sword **B** 4



Shield Training **B** —



Appraisal **B** 3



Intimidation **B** 4



Brawling **B** 2



Junk-wise **B** 2



Society-wise **B** 2



Haggling **B** 2



Below-wise **B** 2



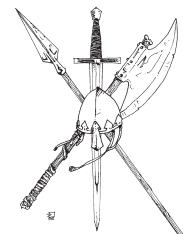
Persuasion **B** 2



## ⊕ 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> 3	<b>B</b> 4	2	—	3		Shortest
Enlarged Incisors	<b>B</b> 3	<b>B</b> 5	<b>B</b> 7	2	—	2		Shortest
Shield Bash	<b>B</b> 3	<b>B</b> 6	<b>B</b> 9	2	—	1		Short
Sword	<b>B</b> 4	<b>B</b> 7	<b>B</b> 10	2	—	3		Long



### 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 2D

### Clumsy Weight

STEALTHY: SPEED:

PERCEPTION: AGILITY: