

Character Index

Name *Brin* Stock *Man* Age *24*

Lifepaths *Born Noble,
Arcane Devotee, Lead to
Noble Court, Court -
Sorceress*

Alias *Inscrutable
Young
Sorceress* Homeland Features

Beliefs

Belief 1
(F: ☐ P: ☐ D: ☐

Belief 2
(F: ☐ P: ☐ D: ☐

Belief 3
(F: ☐ P: ☐ D: ☐) *I will attain wealth and power by any means, arcane or mundane. But the surest way is to build a famous reputation as a powerful hero!*

Belief Special
(F: ☐ P: ☐ D: ☐

Instincts

Instinct 1
(F: ☐ P: ☐ D: ☐) *When danger looms, protect myself with Touch Not Sublime Flesh.*

Instinct 2
(F: ☐ P: ☐ D: ☐) *When darkness falls, cast Wyrd Light into my staff.*

Instinct 3
(F: ☐ P: ☐ D: ☐) *Never let them forget I am a noble.*

Traits

Character Traits
*Base Humility
Inscrutable*

Die Traits
*Gifted [pg. 327]
Mark of Privilege
[pg. 335],*

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

Relationships

Relationships
*My uncle, the evil
necromancer (minor,
other family, forbid-
den)*

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

*Finery, shoes, wizard's staff
(sustains Wyrd Light)*



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

Spells

Phantasmagoria (Ob 3^, 56 actions), Spirit Servant (Ob 3, 50 actions), Binding (Ob 2, 2 actions), Call of Iron (Ob 3, 2 actions), Wyrd Light (Ob 2, 9 actions), Touch Not Sublime Flesh (see below for stats of new spell)

Touch Not Sublime Flesh

(Ob 3, 3 actions. Anima/Earth, Control, Personal origin, Caster area of effect, Sustained duration. 6 rps): Ignoble, aggressive creatures (and persons) suffer a +2 Ob to attack or lay hands on this sublime flesh.



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

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Practice Log



⊕ Stats ⊕

Will **B** 5

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



Power **B** 3

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



Agility **B** 4

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



Perception **B** 4

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



Forte **B** 5

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



Speed **B** 4

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



Stride: 7 Mounted Stride: _____

⊕ Attributes ⊕

Health **B** 5

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** 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																
			<i>Su</i>		<i>Li</i>		<i>Mi</i>	<i>Se</i>	<i>Tr</i>	<i>Mo</i>						
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 ⊕

Alchemy **B** 2

Astrology **B** 2

Calligraphy **B** 2

Etiquette **B** 3

Falsehood **B** 2

Family Secret-wise **B** 3

Read **B** 2

Research **B** 3

Rhetoric **B** 3

Sorcery[§] **B** 4

Symbology **B** 3

Write **B** 2

[§]This skill is magical. All 6s explode.

⊕ Weapons and Armor ⊕

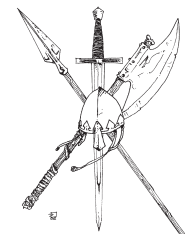
Incidental— 1/2 Mark (round up) Mark— Power stat exponent + Weapon Power exponent.
Superb— 1.5x Mark (round down)

	MELEE	I	M	S	Add	VA	WS	Length
Bare fist	B 2	B 3	B 4	2	-	3		Shortest
Staff	B 3	B 5	B 7	2	-	5		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	

Clumsy Weight

STEALTHY: _____ SPEED: _____

PERCEPTION: _____ AGILITY: _____