

## Attributes

Body

2

Wits

2

Spirit

2

Prese

2

## Skills

|          |   |  |
|----------|---|--|
| Melee    | 1 |  |
| Stealth  | 1 |  |
| Arcana   | 1 |  |
| Medicine | 1 |  |
| Craft    | 1 |  |

|             |   |  |
|-------------|---|--|
| Athletics   | 1 |  |
| Survival    | 1 |  |
| Lore        | 1 |  |
| Diplomacy   | 1 |  |
| Performance | 1 |  |

|              |   |  |
|--------------|---|--|
| Command      | 1 |  |
| Skullduggery | 1 |  |
| Insight      | 1 |  |
| Tactics      | 1 |  |

## Talents

Talent Name: Description of the talent and its effects...

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## Resources

Boons

3

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Assets

Minor Asset: Asset Name  
Description and effects...

Standard Asset: Asset Name  
Description and effects...

## Bonds

With [Character Name]:  
"Bond description..."

With [Character Name]:  
"Bond description..."

With [Character Name]:  
"Bond description..."

## Background

**Origin:** Silkstrand / Acasia / Vhasia / Other...

**Motivation:** What drives this character?

**Quirk:** Notable personality trait or habit...

**Story Notes:** Important events, relationships, or goals...

## Extended Background

**The Final Straw:** What event in Silkstrand led to exile?

**Defining Moment:** When was your first bond formed?

**A Sliver of Hope:** Why does Millhaven matter to you?

**Personal Goals:** What does this character want to achieve?

## Combat Reference

### Making Rolls:

- Choose Attribute + Skill combination
- Roll d10s equal to total rating
- Count ““latex
- Each 6+ = 1 Success
- Each 1 = 1 Complication Point (CP)

### Outcome Matrix:

| Result         | Success vs DV       | Effect   |
|----------------|---------------------|--|
| Clean Success  | $S \geq DV$ , 0 CP  | Intent achieved crisply                        |
| Success & Cost | $S \geq DV$ , 1+ CP | Intent achieved, GM spends CP                  |
| Partial        | $0 < S < DV$        | Progress with fork                             |
| Miss           | $S = 0$             | No progress, GM spends CP, Player earns a Boon |

### Common Dice Pools:

- Negotiate: Presence + Diplomacy = \_\_\_\_\_ d10
- Fight: Body + Melee = \_\_\_\_\_ d10
- Sneak: Wits + Stealth = \_\_\_\_\_ d10
- Heal: Spirit + Medicine = \_\_\_\_\_ d10
- Research: Wits + Lore = \_\_\_\_\_ d10

## Resource Management

### Boons (Max 5):

- ★Re-roll one die after seeing the pool
- ★Activate an Off-Screen Asset
- ★Convert 2 Boons → 1 XP (once per session)

### Assets:

- Minor (4 XP): Safehouse, small shop
- Standard (8 XP): Noble title, guild section
- Major (12 XP): City license, fortress lease
- Free effect once per session
- Spend 1 Boon to reshape current scene

### Spending Guide:

| Resource       | Cost    | When to Use             |
|----------------|---------|-------------------------|
| Re-roll die    | 1 Boon  | Critical success needed |
| Activate Asset | 1 Boon  | Advantage in scene      |
| Convert to XP  | 2 Boons | Character improvement   |
| Minor Asset    | 4 XP    | Basic off-screen help   |
| Standard Asset | 8 XP    | Significant influence   |
| Major Asset    | 12 XP   | Major world impact      |

## Experience Tracking

### Earning XP:

- **Attendance:** +2 XP (just showing up)
- **Objectives Reached:** +2-4 XP (completing major goals)
- **Discoveries:** +1-2 XP (learning new things)
- **Hard Choices:** +1-2 XP (making difficult moral decisions)
- **Complication Spotlight:** +1-3 XP (embracing narrative twists)
- **Bond/Flag Driven Play:** +1-2 XP (engaging personal storylines)

### Spending XP:

- **Enhance Self:** Attributes (New rating  $\times$  3 XP), Skills (New level  $\times$  2 XP)
- **Acquire Assets:** Minor: 4 XP, Standard: 8 XP, Major: 12 XP
- **Learn Talents:** Early: 3-5 XP, Mid-Tier: 6-10 XP, Prestige: 12+ XP

## Quick Reference Notes

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## Campaign Clocks

Village Safety Clock: \_\_\_\_\_/6 segments  
Rothari Threat Clock: \_\_\_\_\_/8 segments  
Personal Clock: \_\_\_\_\_/6 segments