

Attributes

Body	2	Wits	2	Spirit	2	Prese	2
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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	★ ★ ★
Assets		

Minor Asset: Asset Name
Description and effects...

Standard Asset: Asset Name
Description and effects...

Bonds

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

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"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

Campaign Clocks

Village Safety Clock: _____/6 segments
Rothari Threat Clock: _____/8 segments
Personal Clock: _____/6 segments