

# Burning Wheel Character Sheet

Character Name: \_\_\_\_\_ Character Age: \_\_\_\_\_ Racial Stock: \_\_\_\_\_

Character Concept: \_\_\_\_\_

Lifepaths Followed: \_\_\_\_\_

## Beliefs & Instincts

Artha spent on  
Beliefs & Instincts

Belief 1: \_\_\_\_\_

⌘ ○ P ○ D ○

Belief 2: \_\_\_\_\_

⌘ ○ P ○ D ○

Belief 3: \_\_\_\_\_

⌘ ○ P ○ D ○

Oath: \_\_\_\_\_

⌘ ○ P ○ D ○

Instinct 1: \_\_\_\_\_

⌘ ○ P ○ D ○

Instinct 2: \_\_\_\_\_

⌘ ○ P ○ D ○

Instinct 3: \_\_\_\_\_

⌘ ○ P ○ D ○

## Character Traits

## Die Traits

## Call-On Traits

Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill
Trait	/	Skill

## Stats

## Epiphany

Will:

Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Perception:




Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Power:

Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Forte:

*Tax:*

Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Agility:

Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Speed:

Routine	●●●●●
Difficult	○○○○○
Challenging	○○○●●

Artha Spent	⌘	P	D
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Multiplier: x \_\_\_\_\_

## Artha

Current / Aristeia

Fate

/5

Persona

/3

Deeds

/2

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Open ended tests (reroll 6s)



Successful test only for Advancement



Wound Penalty dice do not apply

Aristeia when spent 5Fate, 3Persona & 2Deeds: Epiphany when spent 20Fate, 10Persona & 3Deeds

# Burning Wheel Character Sheet

## Attributes

Epiphany

Emotional  
Attribute

Routine ○○○○●  
Difficult ○○○○○  
Challenging ○○○●●

Artia  
Spent




Notes:

Circles

Routine ○○○○●  
Difficult ○○○○○  
Challenging ○○○●●

Artia  
Spent




**Aptitude:** To enable Contacts to become Relationships...

Contacts\*

10 minus (Base Circles + Affiliations & Reputations used on that test)

_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○
_____	Ob: _____	○○○○○

\*Named contacts are +1D to locate again.

## Relationships

_____	_____
_____	_____
_____	_____
_____	_____

## Affiliations

○	_____
○	_____
○	_____
○	_____

## Reputations

○	_____
○	_____
○	_____
○	_____

## Gear, Possessions & Property

## Resources

Tax:

Routine ○○○○●  
Difficult ○○○○○  
Challenging ○○○●●

Epiphany

Artia  
Spent




Cash:

## Loot, Loans & Debts

Open ended tests (reroll 6s)

Successful test only for Advancement

Wound Penalty dice do not apply

Aristeia when spent 5Fate, 3Persona & 2Deeds: Epiphany when spent 20Fate, 10Persona & 3Deeds

# Burning Wheel Combat Sheet

Epiphany

Health

Routine ☐ ☐ ☐ ☐ ☐ ☐  
Difficult ☐ ☐ ☐ ☐ ☐ ☐  
Challenging ☐ ☐ ☐ ☐ ☐ ☐

Artia Spent




Steel

Routine ☐ ☐ ☐ ☐ ☐ ☐  
Difficult ☐ ☐ ☐ ☐ ☐ ☐  
Challenging ☐ ☐ ☐ ☐ ☐ ☐

Artia Spent




Hesitation: (10 minus Will)

Reflexes: (Per+Ag+Spd)/3

## Physical Tolerances

Superficial  
(For/2)+1



+1Ob: 3rd Superficial becomes a Light

Injuries & ailments

Light



-1D per Injury

Midi



-2D per Injury

Severe



-3D per Injury

Traumatic



-4D per Injury

Mortal

(Dow+For/2)+6



Dying

1 Persona Point for the Will to Live

## Melee Weaponry

Weapon name

I

M

S

Add

Speed / Length

Versus Armour

Bare Fists































## Missile Weaponry

Weapon name

I

M

S

Optimum

Extreme

Max Range

Versus Armour

Die of Fate




Ammunition:




Die of Fate




Ammunition:




Die of Fate




Ammunition:




## Armour

Head:

Torso:

Arms:

Legs:

Shield:

## Clumsy Weight

Stealthy

Speed

Perception

Agility

## Armour Quality

Reduce Effectiveness by one when...

*Door:* All "1"s count per roll.

(armour falls apart)

*Run of the Mill:* One "1" per roll counts.

(maximum Armour loss is 1D per check)

*Superior:* Only one "1" per roll counts & may re-roll that "1".

1: reduce armour by one,

2-6: undamaged.

## Obstacles for Stopping the Bleeding

Skill Tested:	Per/Agi	Field Dressing	Herbalism	Surgery
Type of Wound	obstacle			
Superficial	—	—	—	—
Light	—	—	—	—
Midi	6	3	3	2
Severe	8	4	4	3
Traumatic	12	6	5	4
Mortal	20	10	10	5

Note: Bloodletting and Apothecary use the Field Dressing obstacles, Song of Soothing uses Herbalism, and Khirurgy uses Surgery.

## Obstacles for Treatment

Skill Tested:	Per/Agi	Field Dressing	Herbalism	Surgery
Type of Wound	obstacle			
Superficial	2	1	1	1
Light	4	2	2	2
Midi	8	4	4	3
Severe	—	—	5	4
Traumatic	—	—	6	5
Mortal	—	—	10	7

Note: Bloodletting and Apothecary use the Field Dressing obstacles, Song of Soothing uses Herbalism, and Khirurgy uses Surgery.

Open ended tests (reroll 6s)

Successful test only for Advancement

Wound Penalty dice do not apply

Bleeder! Aristeia when spent 5Fate, 3Persona & 2Deeds: Epiphany when spent 20Fate, 10Persona & 3Deeds

# Burning Wheel Skill Sheet

## Known Skills

## Epiphany

		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘
		Routine Difficult Challenging	○○○○● ○○○○○ ○○○●●	Artha Spent	⌘	⌘	⌘

## Level of Difficulty for Advancement

	Routine	Difficult	Challenging
1D	Ob 1	Ob 1	Ob 2 +
2D	Ob 1	Ob 2	Ob 3 +
3D	Ob 1-2	Ob 3	Ob 4 +
4D	Ob 1-2	Ob 3-4	Ob 5 +
5D	Ob 1-3	Ob 4-5	Ob 6 +
6D	Ob 1-4	Ob 5-6	Ob 7 +
7D	Ob 1-4	Ob 5-7	Ob 8 +
8D	Ob 1-5	Ob 6-8	Ob 9 +
9D	Ob 1-6	Ob 7-9	Ob 10 +
10D	Ob 1-7	Ob 8-10	Ob 11 +
11D	Ob 1-8	Ob 9-11	Ob 12 +
12D	Ob 1-9	Ob 10-12	Ob 13 +
13D	Ob 1-10	Ob 11-13	Ob 14 +
14D	Ob 1-11	Ob 12-14	Ob 15 +
15D	Ob 1-12	Ob 13-15	Ob 16 +
16D	Ob 1-13	Ob 14-16	Ob 17 +
17D	Ob 1-14	Ob 15-17	Ob 18 +
18D	Ob 1-15	Ob 16-18	Ob 19 +
19D	Ob 1-16	Ob 17-19	Ob 20 +
20D	Ob 1-17	Ob 18-20	Ob 21 +

Total Number of Dice Rolled

Obstacle of Test

## Tests Required to Advance Stats

TYPE OF TEST:	Routine	Difficult	Challenging
Stat Exponent			
1	—	1	and 1
2	—	1	and 1
3	—	2	and 1
4	—	2	and 1
5	—	3	and 1
6	—	3	and 2
7	—	4	and 2
8	—	4	and 3
9	—	5	and 3

NUMBER OF TESTS REQUIRED

## Tests Required to Advance Skills

TYPE OF TEST:	Routine	Difficult	Challenging
Skill Exponent			
1	1	and (1 or 1)	
2	2	and (1 or 1)	
3	3	and (2 or 1)	
4	4	and (2 or 1)	
5	—	3	and 1
6	—	3	and 2
7	—	4	and 2
8	—	4	and 3
9	—	5	and 3

NUMBER OF TESTS REQUIRED

## Practice Log

Epiphany when spent 20 Fate, 10 Persona & 3 Deeds on one Stat or Skill

# Burning Wheel Trait Sheet

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Trait Name: \_\_\_\_\_ Trait Type: \_\_\_\_\_ CB Page: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_

Effect: \_\_\_\_\_  
\_\_\_\_\_

Notes:

# Burning Wheel Skill Sheet

## Known Skills

## Epiphany

## Skills being learnt\*

*Aptitude=10-Root Stat*

Skill being learnt	Stat	Root	Apt
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[illegible][illegible]

\* *Beginner's Luck: Base Obx2*

If base Ob (without doubling) is a Routine test for the Stat, the test counts towards learning The skill. If base Ob would be a Difficult or Challenging test for the Stat, then the test counts towards advancing the Stat.

Epiphany when spent 20Fate, 10Persona & 3Deeds on one Stat or Skill

# Burning Wheel Spell Sheet

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Notes:

# Burning Wheel Spell Sheet

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Spell Name: \_\_\_\_\_ Base Ob: \_\_\_\_\_ Actions to Cast: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

Origin: \_\_\_\_\_ Area of Effect: \_\_\_\_\_ Element: \_\_\_\_\_ Impetus: \_\_\_\_\_ Duration: \_\_\_\_\_

Notes: