

Character Index

Name *Brechtanz* Stock *Dwarf* Age *81* Lifepaths *Born Clans-*
man, Delver, Tinkerer,
Adventurer

Alias *Adventurer* Homeland Features

Beliefs

- Belief 1 (F: ○ P: ○ D: ○) | *This sword was a treasure of my clan for generations, stolen by foul Roden and abandoned here. I'll restore it to its rightful place among my people.*
- Belief 2 (F: ○ P: ○ D: ○) | *Words may be eaten, but blood is forever once spilled. Better a heated exchange than an exchange of blows.*
- Belief 3 (F: ○ P: ○ D: ○) | *My companions and I have seen much hardship together; I'll get them home safely.*
- Belief Special (F: ○ P: ○ D: ○) | *Oath: My Uncle Dvalin is proud but destitute. I will do anything to restore his fortunes.*

Instincts

- Instinct 1 (F: ○ P: ○ D: ○) | *Whenever someone tells a tale, always one-up them.*
- Instinct 2 (F: ○ P: ○ D: ○) | *Always compliment good craftsmanship.*
- Instinct 3 (F: ○ P: ○ D: ○) | *Always keep a knife in my boot.*

Traits

Character Traits

Curious
Bearded

Die Traits

Accustomed to the Dark [no penalties for twilight, starlight, candlelight, lamp light or torchlight], *Greed* [Emotional Attribute], *Oathsworn* [grants additional belief], *Shaped from Earth and Stone* [grants access to Dwarfven Arts], *Stout* [Speed Multiplier x3], *Tough* [round up when factoring

Die Traits (continued)

Mortal Wound], *Deep Sense* [use Perception as Orienteering while underground], *Adventurer* [+1 Ob to Circles tests with all Artificer and Noble-born Dwarfven, free 1D affiliation outside the Dwarf hold], *Stubborn* [+2D to body of argument in a Duel of Wits that contravenes a belief]

Relationships

Relationships
Uncle Dvalin

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

Shoddy sword clothes,
shoddy knife traveling gear,
Dwarfven-made plated leather sturdy shoes,
shoddy Herbalism tools shoddy Excavation tools,
shoddy Lockpick tools

Artha and Epiphanies

Fate Open-end 6s **12** Persona +1D per point **17** Deeds Double dice or reroll a failed dice **10** Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 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)
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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



