

Character Index

Name *Cerebirn*

Stock *Elf*

Age *136*

Lifepaths *Citadel Born,
Wanderer, Student, Lead to
Protector, Bowyer*

Alias *Elven*

Homeland

Features

Wanderer

Beliefs

Belief 1
(F: P: D: O:)

Belief 2
(F: P: D: O:)

Belief 3
(F: P: D: O:) *I have been a wanderer, student and soldier in my short life. It is time now to journey into the human lands and learn what I can from my younger brothers.*

Belief Special
(F: P: D: O:)

Instincts

Instinct 1
(F: P: D: O:) *The roads are dangerous. Always keep my bow at hand.*

Instinct 2
(F: P: D: O:) *When waiting, practice Bowcraft.*

Instinct 3
(F: P: D: O:) *When passing quietly by a door, sing the Air of Gates.*

Traits

Character Traits
Born Under the Silver Stars
Fair and Statuesque

Die Traits
Essence of the Earth [CB, pg. 82] *Lost [CB, pg. 280]*
First Born [CB, pg. 83]
Grief [CB, pg. 83]
Keen Sight [CB, pg. 83]

Die Traits (continued)

Relationships

Relationships
*cousin (minor, other
family, hateful/rival)*

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

Elven clothes,
Elven shoes,
Traveling gear,

Mirrorwine,
Elven bread,
hunting bow



Artha and Epiphanies

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

Skill _____ Total Artha Spent <input type="radio"/> F <input type="radio"/> P <input type="radio"/> D	Skill _____ Total Artha Spent <input type="radio"/> F <input type="radio"/> P <input type="radio"/> D	Skill _____ Total Artha Spent <input type="radio"/> F <input type="radio"/> P <input type="radio"/> D	Skill _____ Total Artha Spent <input type="radio"/> F <input type="radio"/> P <input type="radio"/> 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
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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Practice Log



Stats

Will $\boxed{5}$ F D
 tests for advancement
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Power $\boxed{4}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Agility $\boxed{5}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Perception $\boxed{6}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Forte $\boxed{4}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Speed $\boxed{5}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Speed Multiplier: x3.5

Attributes

Health $\boxed{6}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Reflexes $\boxed{5}$ F D
 Average of Per, Agl, Spd, Round down.
 Reflexes advances as the stats do.

Steel $\boxed{6}$ F D
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Mortal Wound $\boxed{10}$ F D
 Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

Hesitation $\boxed{5}$
 (Hesitation = 10 - Will exp)

Circles $\boxed{2}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Reputation F D
 Reputation
 Reputation
 Reputation

Affiliation F D
 Affiliation
 Affiliation
 Affiliation

Resources $\boxed{0}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Tax F D
 Cash
 Funds/Property
 Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance			Su		Li		Mi	Se	Tr	MW						
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

Air of Gates^s $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

Ballad of History^s $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Bow $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

Bow-wise $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Bowcraft^s $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Elven Script $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Etiquette $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Lyric of Law^s $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Mending $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Oratory $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Scavenging $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Song of Paths and Ways^s $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

^sThese skills are magical. All 6s explode. R ○○○○
D ○○○○
C ○○○● □

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-fisted	$\boxed{2}$	$\boxed{4}$	$\boxed{6}$	2	-	F	Shortest
	□	□	□				
	□	□	□				
	□	□	□				
	□	□	□				

Clumsy Weight _____
 STEALTHY: _____
 PERCEPTION: _____
 SPEED: _____
 AGILITY: _____

Missile Weapons

Hunting Bow

I M S VA **ammunition**
 $\boxed{4}$ $\boxed{7}$ $\boxed{10}$ $\boxed{1}$ *12 hunting arrows*
 Range Dice: Optimal 1D Extreme 2D | DOF: 11-2 M 3-4S 5-6

Dice	Location	Type
○○○○○○	Head	_____
○○○○○○○	Torso	_____
○○○○○○○	Right Arm	_____
○○○○○○○	Left Arm	_____
○○○○○○○	Right Leg	_____
○○○○○○○	Left Leg	_____
○○○○○	Shield	_____

I M S VA **ammunition**
 □ □ □ □ **ammunition**
 Range Dice: Optimal _____ Extreme _____ | DOF: I _____ M _____ S _____

Armor