

Character Index

Name *Fidhean* Stock *Elf* Age *130* Lifepaths *Born Citadel, Student, Song Singer, Bard*

Alias *Bard* Homeland Features

Beliefs

- Belief 1 (F: ○ P: ○ D: ○) | *This sword was made by my father. Using its markings, I will demonstrate its origin to my companions so they cannot dispute its ownership.*
- Belief 2 (F: ○ P: ○ D: ○) | *I must return this lost sword to my father so that he will forgive me and allow me to return from my exile.*
- Belief 3 (F: ○ P: ○ D: ○) | *True friends and companions are a great treasure, and I will not let mine come to harm.*
- Belief Special (F: ○ P: ○ D: ○)

Instincts

- Instinct 1 (F: ○ P: ○ D: ○) | *Never accept an insult.*
- Instinct 2 (F: ○ P: ○ D: ○) | *When a friend is hurt, soothe him.*
- Instinct 3 (F: ○ P: ○ D: ○) | *When times are dark, sing to uplift the hearts of those around me.*

Traits

Character Traits
Born Under the Silver Stars
Fair and Statuesque

Die Traits
Essence of the Earth [no need to make Health tests for disease, +1D to Health tests against fatigue or poison], *First Born* [ability to use Elven Songs], *Grief* [Emotional Attribute], *Exile* [Dt, cannot journey West; +1D to starting Grief; Infamous reputation]

Die Traits (continued)
Keen Sight [+1D to Perception-based and Observation-based field maneuvers in Range and Cover or any Perception test involving long distances; no Ob penalties for dim (not complete darkness) light]

Relationships

Relationships
Fineath, father and althing of the Citadel of Amon Kel


Circles Named Circles Enemy Circles

Gear, Possessions and Property

Traveling gear
Elven flute

run of the mill plated leather armor (3D)
run of the mill sword

Elven clothes
Elven shoes

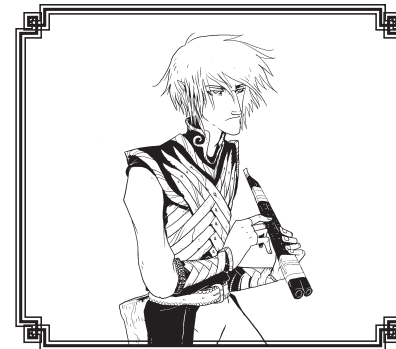


Artha and Epiphanies

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) |
| 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) |

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



Stats

Will $\boxed{B} _6$ F \bigcirc D \bigcirc
 tests for advancement
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Power $\boxed{B} _3$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Agility $\boxed{B} _5$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Perception $\boxed{B} _6$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Forte $\boxed{B} _3$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Speed $\boxed{B} _6$ (5 in armor) F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Speed Multiplier: $\times 3.5$

Attributes

Health $\boxed{B} _6$ F \bigcirc D \bigcirc
 tests for advancement
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Grief $\boxed{B} _5$ F \bigcirc D \bigcirc
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Reflexes $\boxed{B} _5$ F \bigcirc D \bigcirc
 Average of Per, Agl, Spd, Round down.
 Reflexes advances as the stats do.

Steel $\boxed{B} _7$ F \bigcirc D \bigcirc
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Mortal Wound $\boxed{B} _9$ F \bigcirc D \bigcirc
 Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

Hesitation 4
 (Hesitation = 10 - Will exp)

Circles $\boxed{B} _3$ F \bigcirc D \bigcirc
 tests for advancement
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Reputation *Traveling Bard*, 1D, Affiliation *The Exiles of Amon Kel*, 1D
 Reputation *Exile among the Elves*, Affiliation
 Reputation *of Amon Kel*, 1D Affiliation
 (Infamous)
 Cash
 Funds/Property
 Loans/Debt

Resources $\boxed{B} _1$ F \bigcirc D \bigcirc
 tests for advancement
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Tax F \bigcirc D \bigcirc
 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 | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc |

| 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

Elven Script $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Lyric of Law^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Sing $\boxed{B} _4$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Song of Merriment^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Ballad of History^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Etiquette $\boxed{B} _4$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Oratory $\boxed{B} _5$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Song of Songs^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Song of Soothing^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Lament of Stars^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Verse of Friendship^s $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Conspicuous $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Flute $\boxed{B} _2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Sword $\boxed{B} _4$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Man-wise $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Elven Artifact-wise $\boxed{B} _3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

^sThis ability is open-ended. 6s \square R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

explode when rolling. See individual ability descriptions in Character R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Burner \square R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

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 | $\boxed{B} _2$ | $\boxed{B} _3$ | $\boxed{B} _4$ | 2 | - | F | Shortest |
| Sword | $\boxed{B} _3$ | $\boxed{B} _6$ | $\boxed{B} _9$ | 2 | - | S | Long |
| | \square | \square | \square | | | | |
| | \square | \square | \square | | | | |
| | \square | \square | \square | | | | |

Clumsy Weight

STEALTHY: $\pm 1Ob$
 PERCEPTION: \square
 SPEED: $-1D$
 AGILITY: $\pm 1Ob$

Missile Weapons

| I | M | S | VA | ammunition |
|--|-----------|-----------|-----------|------------|
| \square | \square | \square | \square | |
| Range Dice: Optimal ___ Extreme ___ DOF: I ___ M ___ S ___ | | | | |

Armor

| Dice | Location | Type |
|--|-----------|-----------|
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Head | \square |
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Torso | 4D |
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Right Arm | 3D |
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Left Arm | 3D |
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Right Leg | 3D |
| $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ | Left Leg | 3D |
| $\bigcirc\bigcirc\bigcirc\bigcirc$ | Shield | \square |

Range Dice: Optimal ___ Extreme ___ | DOF: I ___ M ___ S ___