

Character Index

Name *Fureard* Stock *Dwarf* Age *55*

Alias *Adventurer* Homeland Features

Lifepaths *Born Clansman, Lead to Dwarven Guilder, Hawker, Lead to Dwarven Host, Arbalester, Lead to Dwarven Outcast, Adventurer*

Beliefs

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) | *A fair price can never be won without haggling. To fail to haggle is to show a disrespect for the quality of the goods!*

Belief Special
(F: ○ P: ○ D: ○)

Instincts

Instinct 1
(F: ○ P: ○ D: ○) | *Never boast or brag about my great deeds.*

Instinct 2
(F: ○ P: ○ D: ○) | *Never give up.*

Instinct 3
(F: ○ P: ○ D: ○) | *Always be on the lookout for a dragon hoard!*

Traits

Character Traits
Bearded
Squinty

Die Traits
Accustomed to the Dark [CB, pg. 49]
Greed [CB, pg. 49]
Oathsworn [CB, pg. 49]
Shaped from Earth and Stone [CB, pg. 50]

Die Traits (continued)
Stout [CB, pg. 50]
Tough [CB, pg. 50]
Adventurer [CB, pg. 51]
Cool-Headed [CB, pg. 273]

Relationships

Relationships
Artificer uncle (minor, other family)

Circles
Named Circles
Enemy Circles

Gear, Possessions and Property

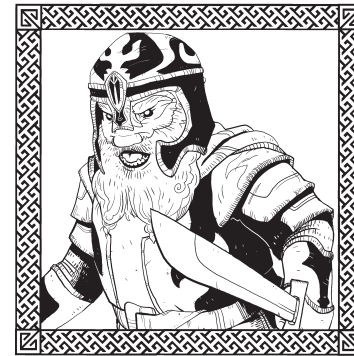
Dwarven plated leather (3D, ignores first armor damage)
Shoddy sword
Shoddy crossbow
Dwarven clothes
sturdy shoes
traveling gear
Dwarven Lockpick toolkit (+1D)
Shoddy Herbalism kit
shoddy Mending kit

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 (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



Stats

Will $\boxed{4}$ **Power** $\boxed{4}$ **Agility** $\boxed{4}$

tests for advancement
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Perception $\boxed{6}$ **Forte** $\boxed{5}$ **Speed** $\boxed{3}$

— Difficult: ○○○○ —
 — Challenge: ○○○● —

Speed Multiplier: x3

Attributes

Health $\boxed{5}$ **Greed** $\boxed{4}$ **Reflexes** $\boxed{4}$

tests for advancement
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Steel $\boxed{7}$ **Mortal Wound** $\boxed{11}$

— Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Hesitation $\frac{6}{5}$
 (Hesitation = 10 - Will exp)

Circles $\boxed{2}$ Reputation Affiliation 1D affiliation with

tests for advancement
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Resources $\boxed{0}$ Tax Cash

tests for advancement
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

riches, beauty, craftsmanship
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Average of Per, Agl, Spd. Round down.
 Reflexes advances as the stats do.

Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

Reputation
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Affiliation Antiquer's Guild
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Affiliation
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Funds/Property
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

Loans/Debt
 — Routine: ○○○○ —
 — Difficult: ○○○○ —
 — Challenge: ○○○● —

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

Appraisal $\boxed{3}$ **Man-wise** $\boxed{3}$

Artillery Hand $\boxed{2}$ **Obscure History** $\boxed{3}$

Brawling $\boxed{3}$ **Persuasion** $\boxed{3}$

Climbing $\boxed{2}$ **Streetwise** $\boxed{3}$

Conspicuous $\boxed{2}$ **Survival** $\boxed{2}$

Crossbow $\boxed{3}$ **Sword** $\boxed{3}$

Firebuilding $\boxed{3}$ **Symbology** $\boxed{3}$

Haggling $\boxed{3}$

Herbalism $\boxed{3}$

Inconspicuous $\boxed{2}$

Knives $\boxed{2}$

Lockpick $\boxed{2}$

Lost Treasure-wise $\boxed{3}$

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
Shoddy Sword	$\boxed{4}$	$\boxed{7}$	$\boxed{10}$	2	2	S	Long

Clumsy Weight

STEALTHY: $\pm 1Ob$
 PERCEPTION: $\pm 1Ob$
 SPEED: —
 AGILITY: $\pm 1Ob$

Missile Weapons

Crossbow

I	M	S	VA	ammunition	Dice	Location	Type
$\boxed{4}$	$\boxed{8}$	$\boxed{11}$	2	12 bolts	○○○○○○○	Head	3D
					○○○○○○○	Torso	4D
					○○○○○○○	Right Arm	3D
					○○○○○○○	Left Arm	3D
					○○○○○○○	Right Leg	3D
					○○○○○○○	Left Leg	3D
					○○○○○	Shield	

Range Dice: Optimal 2D Extreme 3D | DOF: 11-2 M 3-4S 5-6

Armor

I	M	S	VA	ammunition	Dice	Location	Type
					○○○○○		

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