Character Index

Name *Gunther*   **Stock** *Man*   **Age** *25*   **Lifepaths** *Born Noble, Page, Squire, Knight*

Alias *Poor, Low-Born Knight*   *Homeland*   *Features*

Beliefs

Belief 1
(F: ○ P: ○ D: ○) |

Belief 2
(F: ○ P: ○ D: ○) |

Belief 3
(F: ○ P: ○ D: ○) | *I have sworn to my duke and my baron to serve as a loyal and honorable vassal. I shall uphold their word and law in this land.*

Belief Special
(F: ○ P: ○ D: ○) |

Instincts

Instinct 1
(F: ○ P: ○ D: ○) | *Always bow properly to my superiors (as is their right).*

Instinct 2
(F: ○ P: ○ D: ○) | *Always make sure I am in full harness for battle!*

Instinct 3
(F: ○ P: ○ D: ○) | *Always look out for a good candidate to be my page or squire.*

Traits

Character Traits

Die Traits
Mark of Privilege [CB, pg. 155]
Sworn Homage [CB, pg. 158]
Gloryhound [CB, pg. 277]

Die Traits (continued)

Relationships

Relationships
father (minor, immediate family)

Circles   **Named Circles**   **Enemy Circles**

Gear, Possessions and Property

Arms (axe, sword, knife and lance), armor (plated mail 5D),   *riding horse, courser, clothes, shoes, traveling gear, crossbow, dog*

Artha and Epiphanies

Fate
Open-end 6s (2)   **Persona** +1D per point (1)   **Deeds** Double dice or reroll failed dice (0)   *Epiphany (permanent shade shift)* 3 Deeds points, 10 Persona points and 20 Fate points

Skill _____   **Skill** _____   **Skill** _____   **Skill** _____
Total Artha Spent (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)

Skill _____   **Skill** _____   **Skill** _____   **Skill** _____
Total Artha Spent (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)

Notes, Spells and Other Miscellanea
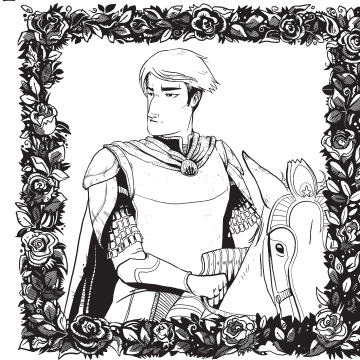
Skills Being Learned

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

Stat		tests for advancement
Will B _4_	F D / P	Difficult: ○○○○ Challenge: ○○○●
Power B _5_	F D / P	Difficult: ○○○○ Challenge: ○○○●
Agility B _4_	F D / P	Difficult: ○○○○ Challenge: ○○○●
Perception B _4_	F D / P	Difficult: ○○○○ Challenge: ○○○●
Forte B _5_	F D / P	Difficult: ○○○○ Challenge: ○○○●
Speed B _5_ (4 in armor)	F D / P	Difficult: ○○○○ Challenge: ○○○●

Speed Multiplier: x3.5

Attributes

Health B _5_
tests for advancement
Routine: ○○○○○○
Difficult: ○○○○
Challenge: ○○○●
F D / P

☐ ___
Routine: ○○○○
Difficult: ○○○○
Challenge: ○○○●
F D / P

Reflexes B _4_
Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

Steel B _6_
Routine: ○○○○○○
Difficult: ○○○○
Challenge: ○○○●
F D / P

☐ ___
Routine: ○○○○
Difficult: ○○○○
Challenge: ○○○●
F D / P

Mortal Wound B _11_
Average of Power and Forte (plus 6), round down. **MW** advances as the stats do.

Hesitation _6_
(Hesitation = 10 - Will exp)

Circles B _2_
tests for advancement
Routine: ○○○○○○
Difficult: ○○○○
Challenge: ○○○●
F D / P

Reputation 1D a poor knight
Reputation of no means but
Reputation great promise

Affiliation 2D affiliation with his
Affiliation lord's household
Affiliation

Resources B _0_
tests for advancement
Routine: ○○○○○○
Difficult: ○○○○
Challenge: ○○○●

Tax
F D / P

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

Skill				Skill		
Ancient History	B _3_	R○○○○ D○○○○ C○○○●		*Armor Training*	☐ _	R○○○○ D○○○○ C○○○●
Axe	B _4_	R○○○○ D○○○○ C○○○●		*Shield Training*	☐ _	R○○○○ D○○○○ C○○○●
Brawling	B _3_	R○○○○ D○○○○ C○○○●		*Mounted Combat Training*	☐ _	R○○○○ D○○○○ C○○○●
Conspicuous	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Crossbow	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Etiquette	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Knives	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Lance	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Oratory	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Poetry	B _2_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Riding	B _4_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
Sword	B _3_	R○○○○ D○○○○ C○○○●			☐ _	R○○○○ D○○○○ C○○○●
_____	☐ _	R○○○○ D○○○○ C○○○●			☐ _	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	B	_3_	B	_5_	B	_7_	2	-	F	Shortest
Light Axe	B	_4_	B	_8_	B	_12_	2	1	S	Long,
Sword	B	_4_	B	_8_	B	_1_	2	—	S	Long,
Knife	B	_3_	B	_6_	B	_9_	1	—	F	Shortest
Lance	B	_5_	B	_9_	B	_13_	2		U	Longest,

Missile Weapons

Crossbow

	I		M		S		VA		ammunition
	B	_4_	B	_8_	B	_11_	2		6 quarrels

Range Dice: Optimal _2D_ Extreme _3D_ | DOF: I _1-2_ M _3-4_ S _5-6_

	I	M	S	VA		ammunition
	☐	☐	☐	☐		

Range Dice: Optimal ___ Extreme ___ | DOF: I___ M___ S___

Clumsy Weight

STEALTHY: _+3 Ob_
PERCEPTION: _+3 Ob_
SPEED: _-1D_
AGILITY: _+2 Ob_

Armor

Dice	Location	Type
○○○○○○	Head	5 D
○○○○○○	Torso	6 D
○○○○○○	Right Arm	5 D
○○○○○○	Left Arm	5 D
○○○○○○	Right Leg	5 D
○○○○○○	Left Leg	5 D
○○○○○	Shield	