

Character Index

Name *Ssisz* Stock *Roden* Age *20* Lifepaths *Born Below, Scavenger, Initiate, Guardian*
 Alias *Cultist* Homeland Features

Beliefs

- Belief 1 (F: ○ P: ○ D: ○) | *To enter the Fields of Paradise, I must present my Visionary with this fabled sword.*
- Belief 2 (F: ○ P: ○ D: ○) | *The Prophet says, "To conquer from weakness, divide the strong." I will encourage the interlopers to argue among themselves.*
- Belief 3 (F: ○ P: ○ D: ○) | *These squabbling mice hired me to lead them to their treasure. I will now collect what I am owed or else.*
- Belief Special (F: ○ P: ○ D: ○) | *Loyal: Fiszzik the Visionary will guide us to seize the Fields of Paradise from Men, as prophesied; I will serve him to my dying breath.*

Instincts

- Instinct 1 (F: ○ P: ○ D: ○) | *Always demand payment up front.*
- Instinct 2 (F: ○ P: ○ D: ○) | *Never reveal my hand until I'm ready to strike.*
- Instinct 3 (F: ○ P: ○ D: ○) | *Tithe half of what I make to the Visionary and the cult.*

Traits

Character Traits
 Accer's Likeness
 Tail
 Pack Rat
 Greedy
 Merciless
 Callous

Die Traits
 Communal [grants affiliation with nest], Enlarged Incisors [weapon], Quick-Blooded [x4 Speed Multiplier], Large Ears [+1D to Perception rolls], Skittish [+1 Hesitation for Fear or Surprise, must choose Run Screaming if hesitating for more than one action], Tunnel Vision [reduce penalties for

Die Traits (continued)
 dim light by one step], Broken [-1 Ob to motivate character by Preaching, Oratory or Suasion], Loyal [adds extra belief]

Call-On Traits

Coat of Fur [for Health and Forte related to weather and wet], Hackles [for Intimidation]

Relationships

Relationships Circles Named Circles Enemy Circles

Gear, Possessions and Property

Sword
 wooden shield (2D)
 traveling gear
 clothes
 Blood blossom
 (+1D to Herbalism or Field Dressing tests)

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 $\boxed{B} 4$ F D
 tests for advancement
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Power $\boxed{B} 3$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

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

Perception $\boxed{B} 4(5)$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Forte $\boxed{B} 3$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

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

Speed Multiplier: $\times 4$

Attributes

Health $\boxed{B} 3$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Steel $\boxed{B} 7$ F D
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Hesitation $6/7$
 (Hesitation = 10 - Will exp)

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

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

Reputation F D
 Reputation
 Reputation
 Reputation

Affiliation $1D$ with Saba's Nest
 Affiliation in the Below
 Affiliation

Cash 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

Inconspicuous $\boxed{B} 4$ R ○○○○
D ○○○○
C ○○○●

Doctrine $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Sword $\boxed{B} 4$ R ○○○○
D ○○○○
C ○○○●

Shield Training $\boxed{B} -$ R ○○○○
D ○○○○
C ○○○●

Appraisal $\boxed{B} 3$ R ○○○○
D ○○○○
C ○○○●

Intimidation $\boxed{B} 4$ R ○○○○
D ○○○○
C ○○○●

Brawling $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Junk-wise $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Society-wise $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Haggling $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Below-wise $\boxed{B} 2$ R ○○○○
D ○○○○
C ○○○●

Persuasion $\boxed{B} 2$ 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	$\boxed{B} 2$	$\boxed{B} 3$	$\boxed{B} 4$	2	-	F	Shortest
Enlarged Incisors	$\boxed{B} 2$	$\boxed{B} 4$	$\boxed{B} 6$	2	-	F	Shortest
Shield Bash	$\boxed{B} 3$	$\boxed{B} 5$	$\boxed{B} 7$	2	-	S	Short
Sword	$\boxed{B} 3$	$\boxed{B} 6$	$\boxed{B} 9$	2	-	S	Long

Clumsy Weight _____

STEALTHY: _____

PERCEPTION: _____

SPEED: _____

AGILITY: _____

Missile Weapons

I	M	S	VA	ammunition	Dice	Location	Type
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Head	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Torso	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Right Arm	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Left Arm	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Right Leg	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Left Leg	_____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Shield	2D

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

Armor