

Character Index

Name *Theoden* Stock *Man* Age *20*

Lifepaths *Born*
Noble, Lead to Religious,
Temple Acolyte, Priest

Alias *Idealistic* Homeland Features
Young Priest

Beliefs

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) *Tudom is the light; Tudom is justice. I am an instrument of His Will and shall serve Him until my dying breath.*

Belief Special
(F: ○ P: ○ D: ○)

Instincts

Instinct 1
(F: ○ P: ○ D: ○) *Always punish the wicked in kind for their evil deeds*

Instinct 2
(F: ○ P: ○ D: ○) *Never take up arms.*

Instinct 3
(F: ○ P: ○ D: ○) *Always pray for the souls of the dead when at service.*

Traits

Character Traits

Die Traits Die Traits (continued)
Mark of Privilege [CB, pg. 155]
Tonsured [CB, pg. 158]
Vested [CB, pg. 159]
Faithful [CB, pg. 161]

Relationships

Relationships Circles Named Circles Enemy Circles
cousin, an abbot
(significant, other family)

Gear, Possessions and Property

Finery (vestments and courtly attire) *riding horse, Writing kit, shoes*



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

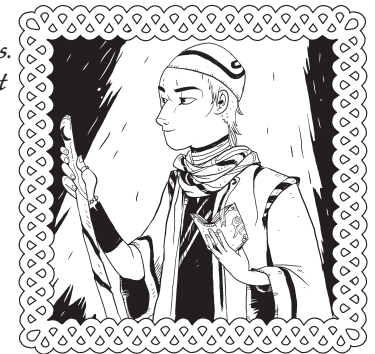
Skill _____ Skill _____ Skill _____ Skill _____
Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D) Total Artha Spent (F) (P) (D)

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

Prayer Obstacles

Blessing—Ob 3. Add 1D to any ability for one test or series.
Aid—Ob 4. Add margin of success to any ability except Reflexes, Circles, Mortal Wound or Resources.
Hindrance—Ob 4. Cause creature to hesitate for two actions.
Guidance—Ob 5. Ask Tudom to guide your way!
Minor Miracle—Ob 5. Bring light, break spells, heal the wounded, mend the blade.
Purification—Ob 5. Drive out spirits and demons of Strength or Will of B5 or less.



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 $\boxed{5}$ **Power** $\boxed{4}$ **Agility** $\boxed{4}$

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

Perception $\boxed{4}$ **Forte** $\boxed{4}$ **Speed** $\boxed{4}$

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

Speed Multiplier: x3.5

Attributes

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

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

Steel $\boxed{6}$ **Mortal Wound** $\boxed{10}$

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

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

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

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

Resources $\boxed{0}$ Tax Cash

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

Reputation $\boxed{1D}$ young priest Affiliation temple
 Reputation Affiliation

PHYSICAL TOLERANCES GRAYSCALE

Tolerance	Su					Li					MW					
	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
Coordinate	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
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

Oratory $\boxed{3}$ **Suasion** $\boxed{5}$ **Doctrine** $\boxed{4}$

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

Read $\boxed{3}$ **Write** $\boxed{4}$ **Etiquette** $\boxed{4}$

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

Religious History $\boxed{2}$

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

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

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

Armor

I	M	S	VA	ammunition	Dice	Location	Type
□	□	□	□		○○○○○○	Head	_____
					○○○○○○○	Torso	_____
					○○○○○○○	Right Arm	_____
					○○○○○○○	Left Arm	_____
					○○○○○○○	Right Leg	_____
					○○○○○○○	Left Leg	_____
					○○○○○	Shield	_____
Range Dice: Optimal _____ Extreme _____ DOF: I _____ M _____ S _____							