

Character Index

Name *Robard* Stock *Man* Age *24* Lifepaths *City Born, Urchin, City Peddler, Criminal*
 Alias *Gambler* Homeland Features

Beliefs

- Belief 1 (F: ○ P: ○ D: ○) | *Master Kogan of the gambling house is going to break my knees if I don't pay off my debts. I've got to get paid in this venture!*
 Belief 2 (F: ○ P: ○ D: ○) | *I was the one who figured out where this treasure was; it belongs to me!*
 Belief 3 (F: ○ P: ○ D: ○) | *That Dwarf is not to be trusted. His greed will be the doom of us all. If he makes a move, I'll have to push someone else into his path.*
 Belief Special (F: ○ P: ○ D: ○)

Instincts

- Instinct 1 (F: ○ P: ○ D: ○) | *Never throw the first punch.*
 Instinct 2 (F: ○ P: ○ D: ○) | *Always haggle for the price.*
 Instinct 3 (F: ○ P: ○ D: ○) | *Always cheat.*

Traits

Character Traits
Cynical

Die Traits
Sickly [-1D Health],

Die Traits (continued)
The Story [for Falsehood when telling a story to an audience], Poker Face [for Falsehood and Gambling when bluffing], Fleet of Foot [for Speed in races or positioning]

Relationships

Relationships Circles Named Circles Enemy Circles

Gear, Possessions and Property

Run of the mill knife *traveling gear*
run of the mill quilted armor (1D) *shoes*
 clothes
 Lockpick toolkit

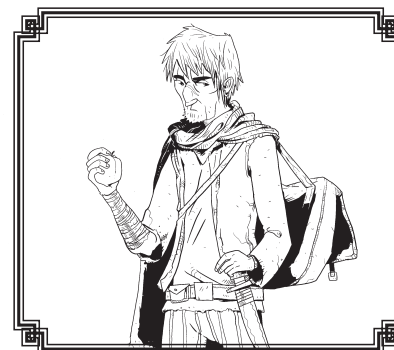


Artha and Epiphanies

Fate Persona Deeds Epiphany (permanent shade shift)
 Open-end 6s +1D per point Double dice or reroll failed dice 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 [B] 4 F D
 tests for advancement
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Power [B] 4 F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Agility [B] 4 F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Perception [B] 4 F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Forte [B] 4 F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Speed [B] 4 F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Speed Multiplier: x3.5

Attributes

Health [B] 3 F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Reflexes [B] 4 F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● =

Steel [B] 3 F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● =

Mortal Wound [B] 10 F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● =

Hesitation 6
 (Hesitation = 10 - Will exp)

Circles [B] 2 F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Resources [B] 0 F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● =

Reputation F D
 Reputation
 Reputation
 Reputation

Affiliation 1D Thieves' Guild of
 Affiliation Scarport
 Affiliation

Tax 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

Brawling [B] 2 R D C
 ○○○○
 ○○○○
 ○○○○

Climbing [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Falsehood [B] 2 R D C
 ○○○○
 ○○○○
 ○○○○

Haggling [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Inconspicuous [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Knives [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Lockpick [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Mending [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Persuasion [B] 4 R D C
 ○○○○
 ○○○○
 ○○○○

Stealthy [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Streetwise [B] 3 R D C
 ○○○○
 ○○○○
 ○○○○

Tomb-wise [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	[B] 2	[B] 4	[B] 6	2	-	F	Shortest
Knife	[B] 3	[B] 5	[B] 7	1	-	F	Shortest
	□	□	□				
	□	□	□				
	□	□	□				

Clumsy Weight _____
 STEALTHY: _____
 PERCEPTION: _____
 SPEED: _____
 AGILITY: _____

Missile Weapons

I	M	S	VA	ammunition	Dice	Location	Type
□	□	□	□		○○○○○○○	Head	—
□	□	□	□		○○○○○○○	Torso	2D
□	□	□	□		○○○○○○○	Right Arm	1D
□	□	□	□		○○○○○○○	Left Arm	1D
□	□	□	□		○○○○○○○	Right Leg	1D
□	□	□	□		○○○○○○○	Left Leg	1D
□	□	□	□		○○○○○	Shield	—

Armor