

Character Index

Name *Brechtanz* Stock *Dwarf* Age *81* Lifepaths *Born Clans-*
man, Delver, Tinkerer,
Adventurer

Alias *Adventurer* Homeland Features

Beliefs

- Belief 1 (F: ○ P: ○ D: ○) | *This sword was a treasure of my clan for generations, stolen by foul Roden and abandoned here. I'll restore it to its rightful place among my people.*
- Belief 2 (F: ○ P: ○ D: ○) | *Words may be eaten, but blood is forever once spilled. Better a heated exchange than an exchange of blows.*
- Belief 3 (F: ○ P: ○ D: ○) | *My companions and I have seen much hardship together; I'll get them home safely.*
- Belief Special (F: ○ P: ○ D: ○) | *Oath: My Uncle Dvalin is proud but destitute. I will do anything to restore his fortunes.*

Instincts

- Instinct 1 (F: ○ P: ○ D: ○) | *Whenever someone tells a tale, always one-up them.*
- Instinct 2 (F: ○ P: ○ D: ○) | *Always compliment good craftsmanship.*
- Instinct 3 (F: ○ P: ○ D: ○) | *Always keep a knife in my boot.*

Traits

Character Traits

Curious
Bearded

Die Traits

Accustomed to the Dark [no penalties for twilight, starlight, candlelight, lamp light or torchlight], *Greed* [Emotional Attribute], *Oathsworn* [grants additional belief], *Shaped from Earth and Stone* [grants access to Dwarfven Arts], *Stout* [Speed Multiplier x3], *Tough* [round up when factoring

Die Traits (continued)

Mortal Wound], *Deep Sense* [use Perception as Orienteering while underground], *Adventurer* [+1 Ob to Circles tests with all Artificer and Noble-born Dwarves, free 1D affiliation outside the Dwarf hold], *Stubborn* [+2D to body of argument in a Duel of Wits that contravenes a belief]

Relationships

Relationships
Uncle Dvalin

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

Shoddy sword clothes,
shoddy knife traveling gear,
Dwarfven-made plated leather sturdy shoes,
shoddy Herbalism tools shoddy Excavation tools,
shoddy Lockpick tools

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 $\boxed{B} \ 5$ F D
tests for advancement
 — Difficult: —
 — Challenge: ● —

Power $\boxed{B} \ 4$ F D
 — Difficult: —
 — Challenge: ● —

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

Perception $\boxed{B} \ 5$ F D
 — Difficult: —
 — Challenge: ● —

Forte $\boxed{B} \ 5$ F D
 — Difficult: —
 — Challenge: ● —

Speed $\boxed{B} \ 4$ F D
 — Difficult: —
 — Challenge: ● —

Speed Multiplier: $\times 3$

Attributes

Health $\boxed{B} \ 7$ F D
tests for advancement
 — Routine: —
 — Difficult: —
 — Challenge: ● —

Greed $\boxed{B} \ 3$ F D
 — Routine: —
 — Difficult: —
 — Challenge: ● —
Riches, Beauty, Craftsmanship

Reflexes $\boxed{B} \ 4$ F D
Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

Steel $\boxed{B} \ 5$ F D
 — Routine: —
 — Difficult: —
 — Challenge: ● —

Mortal Wound $\boxed{B} \ 11$ F D
Average of Power and Forte (plus 6).
round down. MW advances as the stats do.

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

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

Reputation *Rough and tumble adventurer* **Affiliation** *Kwamish Antiquers, 1D*
in the village of Verge, 1D **Affiliation** *Thieves' Guild of Scarport, 1D*
Reputation **Affiliation**

Resources $\boxed{B} \ 1$ F D
tests for advancement
 — Routine: —
 — Difficult: —
 — Challenge: ● —

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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

Tunnel-wise $\boxed{B} \ 2$ R
D
C

Stuff-wise $\boxed{B} \ 2$ R
D
C

Survival $\boxed{B} \ 3$ R
D
C

Mending $\boxed{B} \ 3$ R
D
C

Scavenging $\boxed{B} \ 2$ R
D
C

Excavation^s $\boxed{B} \ 3$ R
D
C

Climbing $\boxed{B} \ 2$ R
D
C

Herbalism $\boxed{B} \ 3$ R
D
C

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

Firebuilding $\boxed{B} \ 2$ R
D
C

Sword $\boxed{B} \ 3$ R
D
C

Lockpick $\boxed{B} \ 3$ R
D
C

Obscure History $\boxed{B} \ 2$ R
D
C

Persuasion $\boxed{B} \ 4$ R
D
C

^s*This ability is open-ended. 6s* R
D
C

explode when rolling. See individual ability descriptions in Character

Burner. 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	$\boxed{B} \ 2$	$\boxed{B} \ 4$	$\boxed{B} \ 6$	2	-	F	Shortest
Shoddy Knife	$\boxed{B} \ 3$	$\boxed{B} \ 5$	$\boxed{B} \ 7$	1	-	F	Shortest
Shoddy Sword	$\boxed{B} \ 4$	$\boxed{B} \ 7$	$\boxed{B} \ 10$	2	-	S	Long
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

Missile Weapons

I	M	S	VA	ammunition
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Range Dice: Optimal ___ Extreme ___ DOF: I ___ M ___ S ___				

I	M	S	VA	ammunition
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Range Dice: Optimal ___ Extreme ___ DOF: I ___ M ___ S ___				

Clumsy Weight

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

Armor

Dice	Location	Type
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Head	3D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Torso	4D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Right Arm	3D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Left Arm	3D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Right Leg	3D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Left Leg	3D
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Shield	