

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)

- din 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)
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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 $\boxed{B} 4$ F \bigcirc D \bigcirc
 tests for advancement
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Power $\boxed{B} 3$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

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

Perception $\boxed{B} 4(5)$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Forte $\boxed{B} 3$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Speed $\boxed{B} 6$ F \bigcirc D \bigcirc
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Speed Multiplier: $\times 4$

Attributes

Health $\boxed{B} 3$ F \bigcirc D \bigcirc
 tests for advancement
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Reflexes $\boxed{B} 5$ F \bigcirc D \bigcirc
 Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —
 Average of Per, Agl, Spd, Round down.
 Reflexes advances as the stats do.

Steel $\boxed{B} 7$ F \bigcirc D \bigcirc
 Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Mortal Wound $\boxed{B} 9$ F \bigcirc D \bigcirc
 Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —
 Average of Power and Forte (plus 6),
 round down. MW advances as the stats do.

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

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

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

Resources $\boxed{B} 0$ F \bigcirc D \bigcirc
 tests for advancement
 — Routine: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Difficult: $\bigcirc\bigcirc\bigcirc\bigcirc$ —
 — Challenge: $\bigcirc\bigcirc\bigcirc\bullet$ —

Tax \bigcirc Cash \bigcirc
 Funds/Property \bigcirc
 Loans/Debt \bigcirc

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	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc

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 $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Doctrine $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Sword $\boxed{B} 4$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Shield Training $\boxed{\quad} _$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Appraisal $\boxed{B} 3$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Intimidation $\boxed{B} 4$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Brawling $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Junk-wise $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Society-wise $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

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

Below-wise $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

Persuasion $\boxed{B} 2$ R $\bigcirc\bigcirc\bigcirc\bigcirc$
D $\bigcirc\bigcirc\bigcirc\bigcirc$
C $\bigcirc\bigcirc\bigcirc\bullet$

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
\bigcirc	\bigcirc	\bigcirc	\bigcirc	
Range Dice: Optimal $_$ Extreme $_$ DOF: I $_$ M $_$ S $_$				

Armor

I	M	S	VA	ammunition	Dice	Location	Type
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Head	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Torso	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Right Arm	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Left Arm	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Right Leg	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Left Leg	$_$
\bigcirc	\bigcirc	\bigcirc	\bigcirc		$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$	Shield	2D $_$
Range Dice: Optimal $_$ Extreme $_$ DOF: I $_$ M $_$ S $_$							