



# The Gift

Of all of the Burning Wheel demos and con scenarios that I've run, The Gift is my favorite by far. Why? Because it's so deceptively simple. It's just Dwarves vs Elves. But it brings into play all of the stereotypes and misconceptions we've formed about various gamer archetypes and uses them to create a really cool scenario.

At its root, The Gift is a game about the prejudices and tradition of two fantasy genre stereotypes—about Dwarves and Elves and their petty rivalries. Underneath that, it's about the prejudices that we gamers bring to the table.

In this scenario, the players take on the roles of high-ranking and powerful Dwarves and Elves. The two factions meet under diplomatic pretenses and are forced to confront each other's prejudices. The ending is completely open-ended. It is up to the players to determine a solution to The Gift, there is no predetermined outcome. And that's the final reason I love it so much: It's different every time I run it.

## The Hook

Before distributing characters, tell the players that they will be playing in one of two groups. Either the household of a recently crowned Dwarven Prince or the entourage of an Elven Prince. The Elven Prince and his people have come to the Dwarves in delegation to congratulate the young prince and to reopen long dormant relations.

## The Set Up

### Who Wants to Be the Prince?

There are eight characters in this scenario, two sides of four. Each side has a prince, an advisor, a military leader and a rogue element.



## *Burning Wheel Demo Scenario*

First, ask the players who prefers to be a Dwarf and who needs to be an Elf. Some folks don't have a preference, but most do. Let them choose their sides based on that predilection. It's part of the game.

Then get the Princes out there. I usually start with the Dwarf. Out of the players who opted to be Dwarves, I ask: "One of you must be the Prince, who wants it? You get to be the boss."

Then I offer the Warden and Seneschal the same time. Let the players wrangle over who gets the axe and who gets the power. Lastly, I offer up the Uncle. I'll go into these characters more in a minute.

After the Dwarves are out, I offer up the Elves. The Prince is offered first; someone must play the Prince. Then the Captain and the Loremaster. Then the Ranger. All the characters are discussed in detail below in the Characters section.

Have the players read their Beliefs, Instincts, Relationships and the brief set up that's written on the back of their character sheets.

### **Secrets**

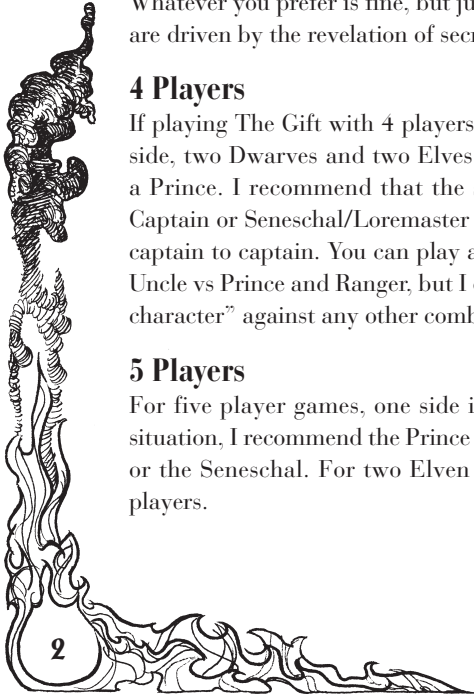
The characters in this scenario have secrets. Therefore, I prefer that the players don't share their Beliefs and their histories. I like them to come out in play. However, some groups like to get all that out on the table beforehand so they can make sure everyone gets in on the action. Whatever you prefer is fine, but just be aware that parts of the scenario are driven by the revelation of secrets.

### **4 Players**

If playing *The Gift* with 4 players, you must have two players on each side, two Dwarves and two Elves. One player on each side must play a Prince. I recommend that the second player take up the Warden/Captain or Seneschal/Loremaster position. Play advisor to advisor and captain to captain. You can play a four player version with Prince and Uncle vs Prince and Ranger, but I do not recommend Prince and "crazy character" against any other combination but the same.

### **5 Players**

For five player games, one side is going to be down a man. For this situation, I recommend the Prince plus the Uncle and either the Warden or the Seneschal. For two Elven players, use the guidelines for four players.





For two Dwarven players, it's got to be Prince plus the Warden or Seneschal. Leave the Uncle out. For three Elven players, throw in the Prince, the Ranger and either of the other two characters.

## **6 Players**

If playing with six players, I recommend simply not using the Ranger and the Uncle.

## **7 Players**

For a seven player game, the side that's down a man needs the full strength of the prince/advisor/captain combination. Leave the Uncle or Ranger out of the three-person side.

## **8 Players**

The scenario functions best with all eight characters in play. Try and get your friends over and fill in all the slots. The game is designed to run four hours at full strength, so it's a solid night of gaming goodness.

## **Couples and Friends**

If there are groups of couples or friends in the group, I try to split them up and put them on different sides of the conflict.

## **The Right Hand of the Prince**

After everyone has got their characters, I make them rearrange their seating to reflect their station. Princes in the middle, advisors on the right, captains on the left and the crazy character where ever he'd like to sit.

# **The Kicker**

As the players are reading over their information, take the Loremaster player aside. Tell him that this entire scenario is predicated on a failed Etiquette test: He forgot to bring a gift. In all the hubbub about preparing the Prince for this moment, he forgot. It's completely his fault.

When does he realize this? When it's too late. He doesn't remember until he's actually in the audience chamber being announced by the Dwarven Heralds. There's no time to warn anyone or to scrape together a last minute offering. And he only has with him what's written down on his character sheet. Once the player is clear on this, send him back to the table and start with the grand entrance.



## The Grand Entrance

After the Loremaster has been informed of his plight and everyone has read over their characters, the first scene is kicked off by the GM. I usually describe how stout and splendid the Dwarven hold is. The Prince sits proudly on his throne in the audience chambers, flanked by his advisors. I describe a whole clan of his cousins, the Narn, singing him great songs and thanking him for his hospitality these past few years they've been his guests.

Then, making a great show of it, I tell how the Narn come forward and lay gifts of silver and gold, jewels and gems, and various other riches at the feet of the Prince—in payment for his hospitality, of course. But the real trick is to remind the Dwarven players that gifts are customary and to be expected at a time like this. The Narn exit and the Elves are conducted into the gift-laden hall.

When I announce the Elves, I describe them in all their grandeur and splendor; their mellifluous voices, their radiant halos, their sumptuous clothing. I prefer to let the individual players embellish on their own personal details. Let them each step forward and say a few words by way of introduction. Kind of like letting them dig their own graves.

## Dwarven Hospitality

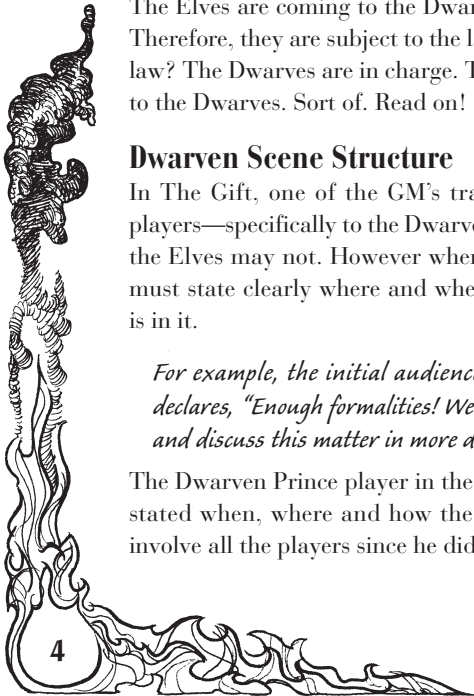
The Elves are coming to the Dwarven hall as guests and ambassadors. Therefore, they are subject to the laws of Dwarven Hospitality. The first law? The Dwarves are in charge. The second law? Everything else is up to the Dwarves. Sort of. Read on!

### Dwarven Scene Structure

In *The Gift*, one of the GM's traditional powers is devolved to the players—specifically to the Dwarves. *Only the Dwarves may end scenes*, the Elves may not. However when a Dwarven player ends a scene, he must state clearly where and when the next scene will begin and who is in it.

*For example, the initial audience is over. The Dwarven Prince Vost declares, "Enough formalities! We shall dine in my chambers at sunset and discuss this matter in more detail. Take them to their chambers."*

The Dwarven Prince player in the example above ended the scene, and stated when, where and how the next one will begin. The scene will involve all the players since he didn't indicate otherwise.





This power starts with the Prince; he's the boss. The other Dwarves may exercise this power if they're not contradicted by the Prince or if they're not in the Prince's presence.

That's the rule: They have the power to end any scene. But to do so, they must begin the next scene.

In *The Gift*, the GM only has the power to begin one scene and end one scene: He describes the opening situation and he closes the final scene.

## **There is No Hold**

The other metagamey rule is that there is no map of the Dwarven Hold. If the Dwarves need an armory, there's an armory. If they need a feast hall, there's a feast hall. Arena of death? Fine. Any geographic location appropriate to a Dwarven Hall is acceptable, so long as it doesn't break genre. The GM has veto power over questionable additions to the Hold.

One thing the Dwarves cannot have is mithril. No mithril mines, no mithril plating, no mithril cutlery. Nothing. None. Not a bauble, not a hairpin. If they ask for such riches, tell them flatly that they are too poor to even hope to have it!

## **Dwarven Servants and Staff**

Dwarven servants are called Ardents. Royal soldiers are called Axe Bearers. Crossbowmen are called Arbalesters. Smiths and such are called Artificers. The Warden and the Seneschal both have a staff of all the necessary and appropriate personnel. The GM plays the role of any and all of these secondary characters. Usually, all they do is guard doors or relay messages. Any important action in this scenario must be taken by one of the player characters. Of course, the GM should use his role as the servants and staff to heat up the situation. He should gossip about what he heard so-and-so talking about, or scream bloody murder if he sees it.

## **Private Conferences**

In between scenes, it's often necessary to let the players have short private conferences to determine their course of action in the next scene. These private conferences are usually limited to each side conferring with their own. It's ok to have an occasional private conference between a Dwarf and an Elf player. However, most of what goes on between the two sides should be played out at the table. Even if the other players aren't involved, they'll make a captive and appreciative audience to any



back room dealings. More often than not, players will use this “out of character” knowledge to make the subsequent scenes even more intense and cool.

# The Characters

As the GM, it’s really important for you to familiarize yourself with the Beliefs, Instincts, Relationships and histories of the characters. I’m not going to regurgitate what’s written on the sheets here, but I will tell you how the characters tend to manifest in play and what problems arise.

## The Dwarven Prince

Players take the Dwarven Prince in two directions, either rambunctious and obnoxious or earnest and frustrated. Being obnoxious is about the surest way to bring the scenario to a violent conclusion. The earnest and frustrated player will more often fight for the peaceful resolution.

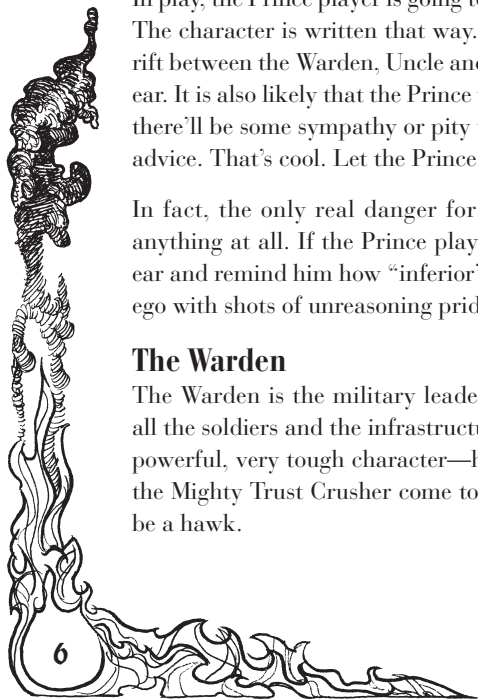
The Prince is written to be young and inexperienced. He’s not half of the character that the Seneschal and Warden are. Therefore, his player is likely going to make bad and/or bizarre decisions that the other players are going to be superficially obligated to follow. He’s the ranking noble in this situation. His word is law. Doesn’t mean he’s right, though. And it certainly doesn’t mean anyone else has to like what he’s doing.

In play, the Prince player is going to rely heavily on the Seneschal player. The character is written that way. The intent is to cause an immediate rift between the Warden, Uncle and Seneschal over who has the Prince’s ear. It is also likely that the Prince will start off ignoring his Uncle. Sure, there’ll be some sympathy or pity tossed around, but he won’t take any advice. That’s cool. Let the Prince run wild; he’s the troublemaker.

In fact, the only real danger for the role of the Prince is not doing anything at all. If the Prince player retreats, make sure you get in his ear and remind him how “inferior” he is to the Elves. Try to jack up his ego with shots of unreasoning pride.

## The Warden

The Warden is the military leader of the Dwarven Hold. He controls all the soldiers and the infrastructure which supports them. He’s a very powerful, very tough character—he’s got kick-ass social skills and he’s the Mighty Trust Crusher come to earth in a fight. He’s also written to be a hawk.





For reasons I don't fully comprehend, some players love to turtle up with the Warden and watch the game go by. Don't let them. Get in there and remind the Warden player that the Uncle is a villain and must be dealt with. Remind him that he could rule this clan better than this incompetent child who used to be under his command!

And remind him not to take any shit whatsoever from the Elves. The Warden is low-born. He's not a noble like the rest of them, so he's extra proud. His position grants him some status, but the Elves and their inherent snobbery are an affront to the sensibilities which allowed him to fight his way to the top.

If the Warden wants to place guards on every door or have the Elves guarded day and night, let him.

If there is a physical contest of any kind, it's the Warden who should step forward. Even if the Prince feels he should undertake danger himself, the Warden can't risk harm to the throne, can he? Or can he...

## **The Seneschal**

The Seneschal seems so innocuous at first. He's the head of the Prince's household: He handles all material matters outside of the military and the kitchen, which is the Uncle's province. He arranges for accommodations, tours and hospitality.

Seems pretty innocent, right? Well, he's also the greediest, most power-hungry Dwarf in the game. He's a schemer and a bastard. He's got the Prince's ear and he's got a powerful suite of skills to back up his manipulations. He'll do quite nicely in a Duel of Wits.

And when I said, greedy, I meant it. He's got a B9 Greed and is set up so he's one test away from going over. One Ob 7+ Greed situation and he goes stark raving looney. If he has the Elven Prince killed for his mithril mail, the Seneschal is done for. You should probably let the player know this off the bat so he knows how to play it—which should be as freaking greedy as possible!

The Seneschal can use his Ardents as spies. Let him. He can also dictate the structure of hold—secret passages, windows, etc. That's his role.

Since the Prince and the Seneschal have a strong relationship, it's unlikely that this player will turtle up. Usually the Seneschal is the most active and scheming player in the lot.



## **The Uncle**

Out of all of the characters in this scenario, the Uncle is the most problematic. On the surface, he's a smelly old drunk, who's adventuring days are done and who hates politics. But underneath that, he's the smartest, most insightful and pragmatic of all the characters at the table. Most players have a very hard time with this dichotomy. They choose him thinking it'll be fun to play a crazy drunk. And it is, for about a half hour. Then they get tired, sit back and watch the game go by.

It's this bizarre phenomenon! Even though the Uncle's Beliefs are loaded, players just back right off and turtle up. So if you see the Uncle sliding off or sitting by, get in his ear and remind him about his Beliefs: The Warden and the Seneschal are buffoons, they're ruining his favorite nephew, they're ruining the clan and they're going to get someone killed. Only he can see this. More importantly, only he can do something about it. Why? Because he's the only character in the lot who doesn't buy into prejudice and tradition. It's his first Belief: *Tradition is only so much air from the bellows, fanning the flames of pride and hatred.*

The great thing about playing the Uncle is you can choose your side. If the Dwarves turn into real jackasses, he can easily join the Elves. But if the Elves are disrespectful or really cold, he can just as easily toss his substantial weight behind the clan.

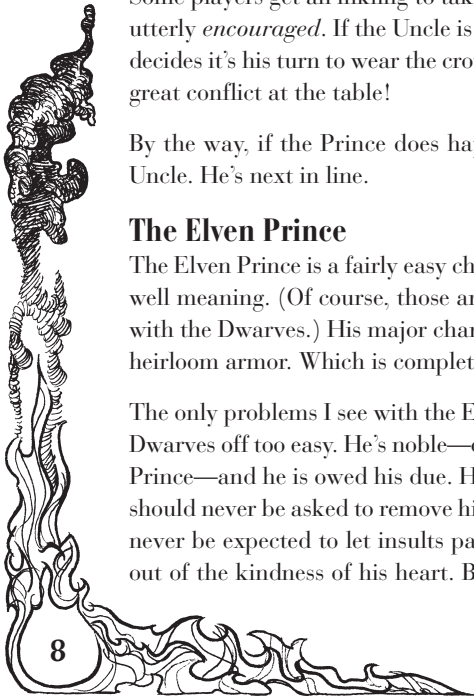
Some players get an inkling to take over with the Uncle. This should be utterly *encouraged*. If the Uncle is so fed up with all the bullshit that he decides it's his turn to wear the crown, that is going to create some really great conflict at the table!

By the way, if the Prince does happen to die, the crown passes to the Uncle. He's next in line.

## **The Elven Prince**

The Elven Prince is a fairly easy character to play. He's noble, proud and well meaning. (Of course, those are traits which just get him in trouble with the Dwarves.) His major character flaw is in his obsession with his heirloom armor. Which is completely justified!

The only problems I see with the Elven Prince player is when he lets the Dwarves off too easy. He's noble—of higher rank than even the Dwarven Prince—and he is owed his due. He should never be talked down to, he should never be asked to remove his sword or go unarmed and he should never be expected to let insults pass unchallenged. If he does, it's done out of the kindness of his heart. But he is also well within in his rights







to give the Dwarves a lesson in manners via the Duel of Wits or even to challenge anyone else at the table to a duel of swords. Remind the Elven Prince player of all of this at certain uncomfortable junctures.

And remind him of how awesome his mithril armor is, too. And how he has some and the Dwarves have none.

## **The Loremaster**

Some folks like to sit back and play the quiet and thoughtful Elf with the Loremaster character. It's the wrong move. The game's going to zip by them and, by the time they realize things are out of control, it's going to be too late for them to intervene. I've seen it. The Loremaster player waits until the end of the game to make a stand, but everyone else has been playing throughout, so they just ignore the player and focus on the conflicts that they have been building.

Therefore, it's important to get the Loremaster into the conflict early. And to stick him in there good. If the Prince and the Loremaster are at odds, the Loremaster player will of course defer to his Prince. Do not let this happen. Make them play out a Duel of Wits. The Loremaster should kick the Prince's ass, and convince him of his alternate plan.

## **The Swordsinger Captain**

This character is a walking pile of awesome. He's the tragic samurai, called out of retirement for one last service to his lord, doomed to fail and die disgraced. His history is so tragic, he's one Grief test from going over the edge. He's at B9 with only a single test until he advances. He's also got the Mourner trait. So any test at Ob 7 or higher is going to push him over. Having to kill the Ranger, losing the Prince or betraying him (if the Prince is being a complete ass) are all going to push him into the abyss of Grief.

So if the player just sits back, this character is almost certainly doomed—if left unchecked, the Dwarves will kill for that mithril. He's got to participate in order to ensure that he's not driven mad with Grief by the end of the scenario.

This means he's got to push strongly for peace in the face of Dwarven insults and greed. It means he's got to push for peace when he is best suited for war. He's got some great social skills, but he's no match for the Seneschal or the Loremaster. So there's this great temptation to use the sword and end it all quickly and decisively. Play this up. Urge him to do



what he does best. It's a win-win situation for everyone. Either he fights passionately for peace and saves the day, or succumbs to his Grief and wades into the scenes committed to pure cathartic violence. Cool.

When players take on this guy, they love to pull the “strong silent type” bullshit. I'm amazed. They've got four hours to play and to bring the conflict to boil, but they just sit there and glare. Before they know it, it's over and they've done nothing.

Even better, I love it when kids who play this guy say afterwards, “He was great, but I wish there was more fighting.” You know what? If you want more fighting, you've got to make it happen. The players are in complete control of the direction of this scenario. If the Captain's player wants bloodshed, he's got to spout inflammatory remarks at the table and push things in that direction. Sitting and glaring will not initiate a duel. Spitting at the Dwarven Prince when insults are hurled and then tossing the gauntlet down to defend the Elven Prince's honor, that will turn the heat up.

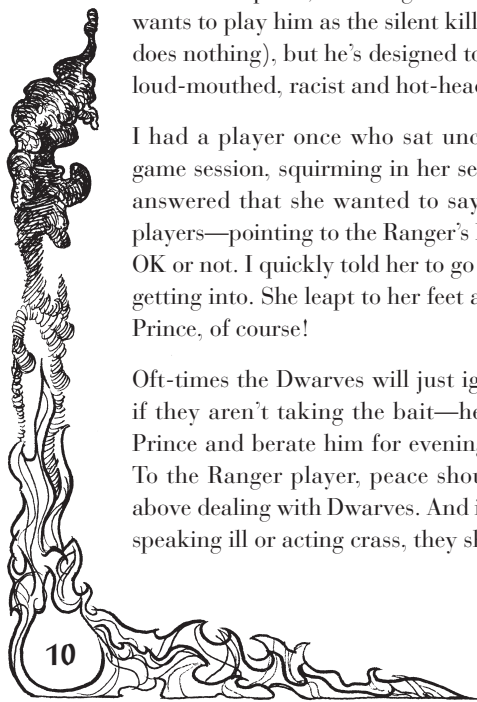
So if you see Captain just sitting by, prod him to action. Remind him, if he wants a certain course of action—whether bloodshed or peace—he's got to undertake it himself!

### The Ranger

Like the Captain, the Ranger is meant to break stereotypes. Everyone wants to play him as the silent killer guy (who sits around all night and does nothing), but he's designed to be the thorn in everyone's side. He's loud-mouthed, racist and hot-headed.

I had a player once who sat uncomfortably for the first half of the game session, squirming in her seat. I asked her what was wrong. She answered that she wanted to say all these mean things to the other players—pointing to the Ranger's Beliefs—but she didn't know if it was OK or not. I quickly told her to go for it, everyone knew what they were getting into. She leapt to her feet and dove right in—attacking her own Prince, of course!

Oft-times the Dwarves will just ignore the Ranger. If that's the case—if they aren't taking the bait—he's got to go toe to toe with his own Prince and berate him for evening considering dealing with Dwarves. To the Ranger player, peace should not be an option. The Elves are above dealing with Dwarves. And if the Dwarves add insult to injury, by speaking ill or acting crass, they should be put down. Forcibly.





It's worth noting—and reminding the Ranger player—that he can be effectively invisible if he wants to be. The Threne of the Chameleon spell is very powerful (and usually causes a great deal of consternation for the Dwarves). The Ranger can disappear and move stealthily around the hold. Only the Uncle has any chance of actually detecting his whereabouts with his G7 Observation skill. However, if the Dwarves have spies or even trusted servants watching, it's pretty easy to notice that one of the four Elves is missing. The Seneschal's spies will report something like that very quickly unless the Elves take precautions to deceive them. It's also pretty easy to notice bizarre phenomena like doors mysteriously opening and closing, or crowns floating across the room. The Dwarves have every right to get pissed about this nonsense.

Anyway, don't let the Ranger player sit back and watch. Ask him if he likes to watch his lifelong friend of two centuries parleying with foul Dwarves? What's he going to do about it? Possibly the best Gift scenario I ever played was one where the Ranger became so incensed over the peaceful negotiations, he tried to assassinate the Dwarven Prince. When that failed and only served to turn his own Prince against him, the Ranger promptly assassinated his liege and friend. He declared *him* a traitor. The Swordsinger, weeping and lamenting, tracked down the Ranger in the Dwarven halls and slew him—but not before the Ranger had time to spit in his face and call him a traitor as well. That is Grief manifest, my friend. The Dwarf players watched in shocked horror. They willingly offered peace and trade to the Loremaster after that!

If your Ranger isn't creating situations like that, knock him upside the head and ask him why he's dragging everyone down.

## The GM as Gadfly

The GM doesn't dictate the plot and he doesn't begin or end scenes, he doesn't even instigate conflicts. What does he do in The Gift?

Well, he plays the few NPCs involved. That's pretty standard. And he gets to embellish on scenes and descriptions. Again, pretty standard stuff. But that leaves him with a lot of free time. What to do with it all?



## **Listen and Watch**

First and most importantly: Listen. Get into the private conversations and really listen to what the players are saying to each other. Watch. When conflicts are slinging across the table, watch everyone's reaction—especially that of the players who aren't directly involved.

## **Encourage Them**

As players lose focus or become lost or tired. Talk to them. Get their feedback. Find out what their plans are. Remind them about their Beliefs if they are foundering for direction or uncertain. Play their consciences. Be the devil on their shoulders. Don't tell them what to do, but feel free to make lurid and dangerous suggestions.

Remind the players that they are in control here, it's their chance to shine.

## **Bring the Roleplay Down into the Dice**

Ground the conflict in the dice. Players are going to roleplay the hell out of this scenario, but after about five minutes of roleplay in a scene, you should encourage them to move on or start a conflict. Don't be mean or rude, but definitely let them know that this game is about conflict, not just talking.

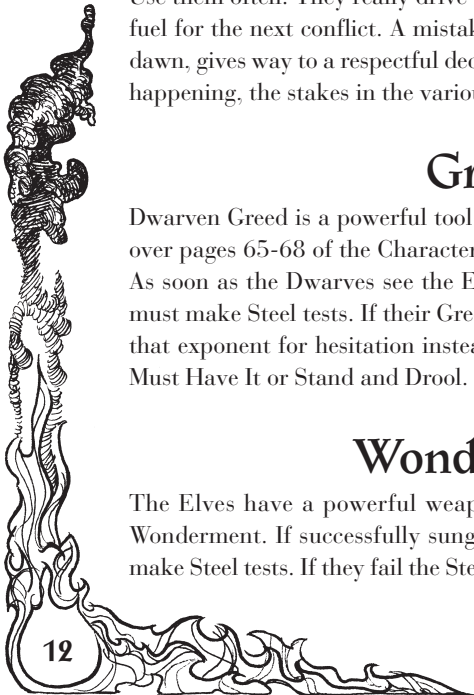
Once you have a conflict, use the Duel of Wits rules. Use them well. Use them often. They really drive this scenario. One compromise is just fuel for the next conflict. A mistaken agreement gives way to a duel at dawn, gives way to a respectful declaration of peace... whatever ends up happening, the stakes in the various conflicts are going to be the seed.

## **Greed**

Dwarven Greed is a powerful tool in this game. I recommend you read over pages 65-68 of the Character Burner before running the scenario. As soon as the Dwarves see the Elven Prince's mithril armor, they all must make Steel tests. If their Greed is higher than their hesitation, use that exponent for hesitation instead. If they fail, they have to choose I Must Have It or Stand and Drool.

## **Wonderment**

The Elves have a powerful weapon at their disposal in the form of Wonderment. If successfully sung, their songs require the Dwarves to make Steel tests. If they fail the Steel test, they become entranced. When





you're not in the Fight! mechanics, don't worry about the exact length of time for this. The Wonderment simply causes the Dwarves to hesitate for a moment. The Elves can use this opportunity to roleplay out some point or perhaps even to try to make their escape!

## Playing the Gift

### **The Road to Nowhere**

This scenario can go in any direction. Literally! In the games that I've run, it's gone down into the mines, off to war, been fought in arenas, had mountaintop rituals, explored abandoned Dwarven holds and captured currently occupied ones. If the players want to bring it to a new location, let them. So long as it doesn't break genre. And, so long as it obeys the one restriction of the game: no mithril. I'm not saying that the Loremaster couldn't use his *Obscure History* to find a lost mithril mine, or that the Dwarven players couldn't decide that their cousins have a mine and they don't. But if the players want to create this particular solution, there has to be a conflict in front of it—a big one. The mines have to be infested with Orcs. The cousins will never willingly give up their treasure trove. Adding these complications is the GM's job.

Also, I don't like to take *The Gift* is back to the Elven lands. If a solution lies there, then it's too easy. Any solution should force the players into new and unknown territory.

### **The Gift is Whatever You Want it to Be**

It is customary for guests to present their host, a newly crowned prince, with a gift. The Elves have none to give.

They will obviously want to produce something for the Dwarves. They only have what is on their character sheets—the mirrorwine, the Elven swords, the *Tome of Lore*. That's all nice, but it's not enough. They cannot go home and get something else. They travelled a year to get to the hold in the first place. They can't test their *Resources* to produce something. Either they give what they have, manufacture something out of thin air—like a song—or lie about it.

The most obvious choice for a gift is the mithril mail, but convincing the Prince to give that up should be a titanic struggle. A nice four-hour game's worth, actually!



## **Tract of Enmity or Verse of Friendship**

The Loremaster will often want to start by singing one of these songs as the Gift. Have him wait. These are the big guns. If the Dwarves acquit themselves well, then you sing the Verse of Friendship. It is not something given lightly. The spell identifies the recipient as a friend to *all* Elves. And we wouldn't want to mistakenly grant that privilege, would we?

If the Dwarves are miserable curs, the Loremaster should threaten them with the Tract of Enmity. All Elves will forever know them as Enemy. It's very bad news.

## **The Nature of the Armor**

Occasionally the nature of the Elven Prince's armor comes into question. Technically, the stuff is Dwarven made and given as a gift to the Elven King ages ago. But feel free to change this if the group wants to take it in a different direction.

## **The Starting Positions**

This scenario begins in the audience chamber to the Ibuniz hall. All characters are present. The Dwarves are in attendance of their Prince, the Elves have just been escorted in and announced.

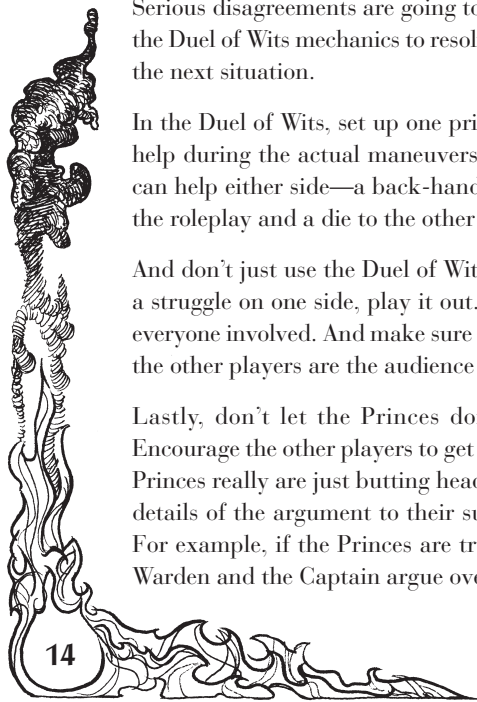
## **Social Conflict Resolution**

Serious disagreements are going to arise in the course of this game. Use the Duel of Wits mechanics to resolve them. Each compromise will create the next situation.

In the Duel of Wits, set up one primary for each side and let the others help during the actual maneuvers. Remind the other players that they can help either side—a back-handed comment can add a nice touch to the roleplay and a die to the other side!

And don't just use the Duel of Wits for Dwarf vs Elf conflict. If there is a struggle on one side, play it out. But do it quickly, because you want everyone involved. And make sure everyone can watch these little asides, the other players are the audience after all!

Lastly, don't let the Princes dominate the Duel of Wits conflicts. Encourage the other players to get in there and start their own. Or, if the Princes really are just butting heads the whole time, delegate the actual details of the argument to their subordinates and let them play it out. For example, if the Princes are trying to set up an actual duel, let the Warden and the Captain argue over the terms. It's their job after all.





## Versus Tests

There aren't too many instances in *The Gift* where a straight versus test is going to resolve a conflict. But use them for any conflicts that happen "away from the table" and for any kind of non-violent, physical contests/conflicts that arise in play. One group held a contest to see who could hold a large rock in their outstretched arms for the longest time. We resolved it with a versus Forte test. The Elves won and, of course, it ended up devolving into a declaration of war...

## Violence

The violence in *The Gift* is high-stakes. When axes are raised and swords drawn, there is going to be blood and suffering. I strongly urge you to use the full Fight! mechanics for any physical violence that erupts. The Swordsinger Captain deserves his due in a fight, and the only way the Warden can beat him is by outwitting him.

Violence usually comes in the form of a challenge to a duel, an assassination attempt or an outright bloody-minded attack. Don't shy away from violence in this scenario. Both the Princes and the Captain and the Warden are built to take a lot punishment. The axe and sword are their birthright!

## Resources and Circles

The Elves are intentionally cut off from their Resources and Circles for this scenario. It's part of the conflict—they're away from home and at the mercy of the Dwarves. The Dwarves, however, can use the Resources and Circles rules as normal. Any type of significant item they wish to produce requires a Resources test. Any significant NPC they wish to bring into play that wouldn't be part of their regular staff—a Dwarven assassin, for example—requires a Circles test.

Remember, they can't bring in any mithril whatsoever.

## Etiquette and History

Players often want to use their Etiquette and History skills against one another. For Etiquette, I let the players roleplay and describe their intent. Then I let the other side set their obstacle for the test. Etiquette is an attempt to behave in a traditional and pleasing manner in a codified social structure. It's important that the recipient of this behavior have a stake in the results. Therefore, the players set the obstacles for these tests, not the GM. Obstacle 2 to 4 is usually an appropriate range, but anything goes, really.



## Burning Wheel Demo Scenario

For History skills, players will ask questions like, “Can I recall a time when Dwarves and Elves were at odds and then resolved it peaceably?” Set an obstacle using the guidelines on page 245 of the Character Burner. If the player meets the obstacle, what he wants is a fact and true. The player should embellish the details and tell the others about it. As the GM, you should back him up, “What he says is true.” If the player fails the history test, he’s wrong and/or lying. The other players are free to contradict him.

## The End

When does this end? When the players reach a satisfying agreement or conclusion. There’s no fixed end, but the GM has to watch for that big conflict building up, push for it and then, when it’s over, bring the players back to earth. The Gift plays out in one four-hour session.

If the players manage to come to an agreement and end with handshakes and peaceful negotiations, great! There’s an obvious end there.

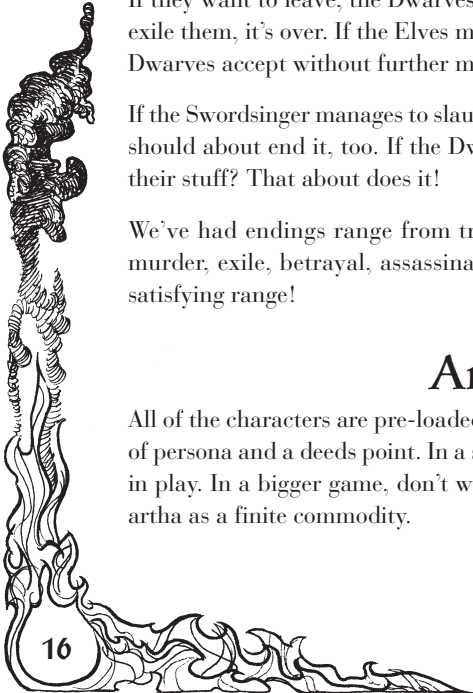
If the players can’t find any middle ground and are constantly in conflict, the GM has to push them to resolve it. Either fight it out, negotiate via a Duel of Wits or try to escape. If the Elves flee the Dwarven hold, the scenario is over. (Remember, the Elves can’t just leave because they can’t start scenes on their own. Sucks, but they are essentially prisoners. If they want to leave, the Dwarves have to let them go.) If the Dwarves exile them, it’s over. If the Elves manage to come up with a gift that the Dwarves accept without further manipulation, then it’s over.

If the Swordsinger manages to slaughter the Prince and the Warden, that should about end it, too. If the Dwarves murder the Elves and take all their stuff? That about does it!

We’ve had endings range from treaties signed, war declared, bloody murder, exile, betrayal, assassination and eternal friendship. Quite a satisfying range!

## Artha

All of the characters are pre-loaded with three points of fate, two points of persona and a deeds point. In a smaller game, you might award artha in play. In a bigger game, don’t worry about it. Just play and burn the artha as a finite commodity.







# The Unimportant Bits

Maps, floor plans, traps or anything else that gets in the way of the players invoking their Beliefs and engaging in conflict have no place in this scenario.

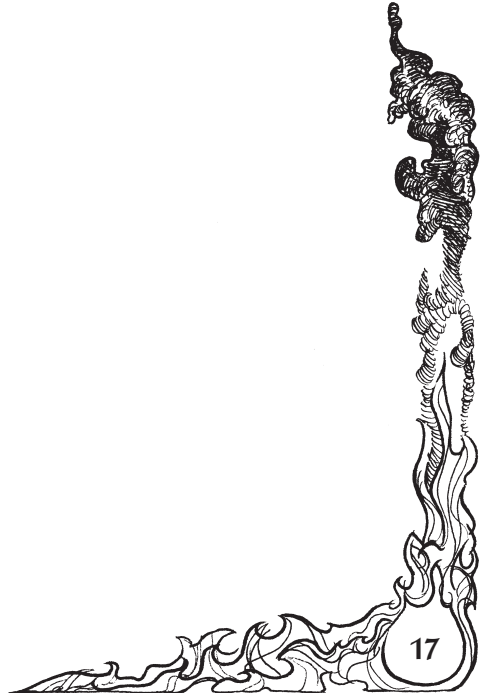
## Actual Play

Have fun, and be sure to post your actual play experiences using this scenario on [burningwheel.org](http://burningwheel.org), [indie-rpgs.com](http://indie-rpgs.com) or [rpg.net](http://rpg.net).



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# Character Index

Name prince vost Stock dwarven noble Age 166

Alias vost ibuniz Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F:  I must repay my uncle for returning the crown by ensuring the clan prospers.  
P:  in matters of the material welfare  
D:

F:  of the clan, THE SENESCHAL IS ALWAYS RIGHT.  
P:  being the prince is hard and boring. A nice gift always lightens my mood. (say this and give the seneschal a hard look.)  
D:

## Instincts

F:  when in doubt about the value of something, CONSULT WITH THE SENESCHAL  
P:  IN COURT, ALWAYS USE PROPER ETIQUETTE  
D:

F:  NEVER GAMBLE WITHOUT MY LUCKY DICE  
P:

## Traits

OATH: I SWORE TO THE LONGBEARDS THAT, AS PRINCE, I WOULD RETURN OUR CLAN TO GLORY AND HONOR MY dead father's name.  
humble in the face of my betters  
grumbling  
galvanizing presence  
healthy

## Relationships

uncle oxen— my kind, poor, sad uncle. after the previous warden was killed he was once a great dwarf, but now with my father.  
nog has washed his wits away.  
seneschal kol— a wise and canny dwarf who knows how to run a hold!  
warden ferun— a stern career soldier, appointed to this position

## History, Circles, Reputation, Affiliations

Lifepaths born noble, ardent, are bearer, prince

Circles B 3 Let it Ride Successes  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Primary Reputation inexperienced prince ID Primary Affiliation prince of the ibunith, 3D

Secondary Reputation \_\_\_\_\_ Secondary Affiliation \_\_\_\_\_

## Resources

Source of Income/Wealth \_\_\_\_\_

Cache/Loans \_\_\_\_\_

Debt \_\_\_\_\_

Resources G 8 Let it Ride Successes  
tests for advancement  
Routine:   
Difficult:   
Challenge:

## Stats

Will B 6 Let it Ride Successes  
tests for advancement  
Difficult:   
Challenge:

Perception B 4  
Difficult:   
Challenge:

Power B 6  
Difficult:   
Challenge:

Forte B 6  
Difficult:   
Challenge:

Agility B 4  
Difficult:   
Challenge:

Speed B 4  
Difficult:   
Challenge:

Speed Multiplier: X3

## Attributes

Health B 6 Let it Ride Successes  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Steel B 6  
Routine:   
Difficult:   
Challenge:

Hesitation 4  
(Hesitation = 10 - Will exp)

greed B 6  
Routine:   
Difficult:   
Challenge:

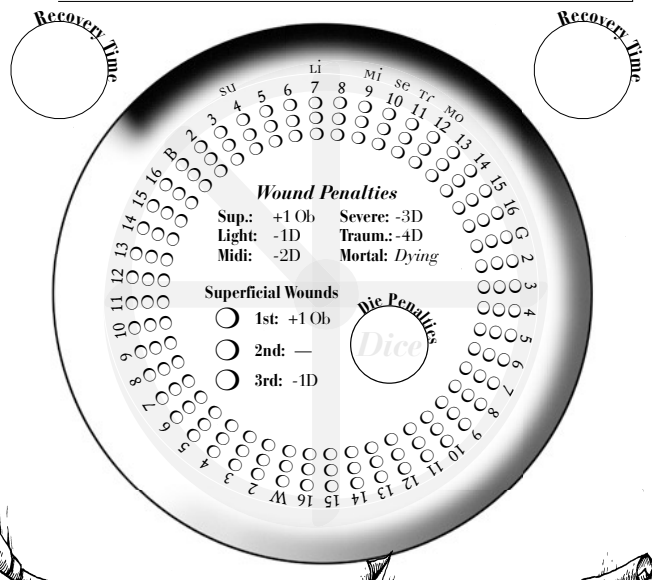
Reflexes B 4

Average of Per, Agl, Spd  
Ref advances as the stats do.

Mortal Wound B 12

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
dwarven runescript	B 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
sing	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
are	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
armor training		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
throwing	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
conspicuous	B 5	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
etiquette	B 5	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
intimidation	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
oratory	B 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
command	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
games of chance	B 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
		Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●

**Aptitude** equals 10 minus Stat: **Perception Aptitude** \_\_\_ | **Will Aptitude** \_\_\_ | **Agility Aptitude** \_\_\_ | **Speed Aptitude** \_\_\_ | **Power Aptitude** \_\_\_ | **Forté Aptitude** \_\_\_

# Additional Skills

_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○
_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○
_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○
_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○
_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○
_____ <input type="checkbox"/>	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○● =	○

# Practice Log

AS A YOUNG DWARF, AND THIRD SON, VOST NEVER EXPECTED TO INHERIT ANYTHING EXCEPT FOR HIS FAMILY'S NAME AND A LITTLE OF HIS MOTHER'S HOARD. SO, EARLY ON, HE DECIDED THAT THE LIFE OF THE AXE WAS FOR HIM. NO PANDERING AT COURT FOR THIS TOUGH YOUNG DWARF.

HE WAS AS SURPRISED AS HIS FELLOW ABE BEARERS WHEN THE SENESCHAL CAME FOR HIM ONE DAY AND TOLD HIM HIS FATHER HAD PASSED ON TO THE GREAT HALL—ALONG WITH ALL HIS BROTHERS! HIS UNCLE (OXEN) WAS TECHNICALLY REGENT UNTIL VOST RETURNED TO IBUNIZIM AND TOOK THE CROWN HIMSELF. THE SENESCHAL SEEMED EXCEPTIONALLY EAGER FOR HIM TO RETURN AND TAKE HIS RIGHTFUL PLACE. VOST WAS HAPPY TO OBLIGE, HE GOT TO BE PRINCE WITHOUT ANY OF THE FUSS!

SINCE THAT FATEFUL DAY, VOST HAS DONE HIS BEST TO ABSORB ALL THAT THE SENESCHAL HAS SET OUT FOR HIM, BUT IT IS A WEARISOME AND ENDLESS TASK. WHO KNEW BEING PRINCE WOULD BE SO HARD? STILL, HE IS SURROUNDED BY TRUSTED AIDES LIKE THE SENESCHAL AND THE WARDEN—HOW MUCH HARDER IT WOULD BE WITHOUT THEM BY HIS SIDE. AND HE HAS HIS BELOVED UNCLE TO ENTERTAIN HIM WHEN HIS MOOD GROWS DARK.

VOST AWAITS THE COMING OF THE ELVEN MISSION WITH HOPE THAT IT WILL RELIEVE SOME OF HIS BOREDOM. HE UNDERSTANDS THE ELVES ARE TREMENDOUS GUESTS AND BRING DELIGHTFUL GIFTS AND DIVERSIONS!

# Artha and Epiphanies



Fate: Open-end 6s  
Persona: +1D per point  
Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

**Epiphany (permanent shade shift)**

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- Dwarven Arms
- finery
- sturdy shoes
- dwarven made plated mail
- dwarven dice
- dwarven riches
- dwarven hall

# Weapons Mechanics

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
<b>Bare-fisted</b>	B 3	B 6	B 9	2	-	F
dwarven axe	B 5	B 10	B 15	2	2	S
hilt strike	B 4	B 7	B 10	2	1	S
_____	□	□	□			

## MISSILE WEAPONS

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

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

## Armor

Dice	Location	Type	Clumsy Weight
○○○○○○	Head	plated chain	STEALTHY: +5 ob
○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○	Right Leg	_____	
○○○○○○	Left Leg	_____	
○○○○○	Shield	_____	

# Character Index

Name **seneschal kol** Stock **dwarven noble** Age **235**

Alias **kol orgunect** Homeland

Features

## Beliefs

F:  Etiquette must be maintained  
P:  in court lest we return to our  
D:  dark and ugly roots.

F:  THE PRINCE IS NAIVE AND IN  
P:  NEED OF GUIDANCE.  
D:

F:  I have kept this clan running  
P:  through its darkest days and I  
D:  will keep it running at all costs.

## Instincts

F:  Always interrupt any one about  
P:  to give the prince bad news or  
D:  bad advice.

F:  ALWAYS APPRAISE WORTH/VALUE OF  
P:  an object  
D:

F:  Never admit an object's true  
P:  worth  
D:

## Traits

oath: I swore to  
make the prince the  
wealthiest sovereign  
to yet live

practical  
avarice  
NO NONSENSE  
thick-skinned

## Relationships

uncle **oxen**— insufferable fool of an  
ass of a dwarf! he nearly ruined the  
clan when he returned that crown.  
prince **vost**— A naive, sheltered young  
dwarf who needs to be educated in the

harsh realities of dwarven politics.  
warden **ferun**— though he's low  
born, ferun's heart is in the right  
place. he can be manipulated for the  
good of the clan.

## History, Circles, Reputation, Affiliations

Lifepaths **born noble, abecedart, chronicler,  
trader, brewer, quartermaster, seneschal**

Circles **B 3** *Let it Ride  
Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Primary Reputation **exceptionally greedy  
dwarf, ID** Primary Affiliation **seneschal for the clan, 2D**

Secondary Reputation **A keen-eyed bookkeeper,  
2D** Secondary Affiliation

## Resources

Source of Income/Wealth **the hold and its  
inhabitants**

Resources **B 5** *Let it Ride  
Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Debt

## Stats

Will **B 6** *Let it Ride  
Successes*  
tests for advancement  
Difficult:   
Challenge:

Perception **G 5**  
Difficult:   
Challenge:

Power **B 5**  
Difficult:   
Challenge:

Forte **B 5**  
Difficult:   
Challenge:

Agility **B 5**  
Difficult:   
Challenge:

Speed **B 4**  
Difficult:   
Challenge:

Speed Multiplier: **X3**

## Attributes

Health **B 6** *Let it Ride  
Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Steel **B 5**  
Routine:   
Difficult:   
Challenge:

Hesitation **4**  
(Hesitation = 10 - Will exp)

greed **B 9**  
Routine:   
Difficult:   
Challenge:

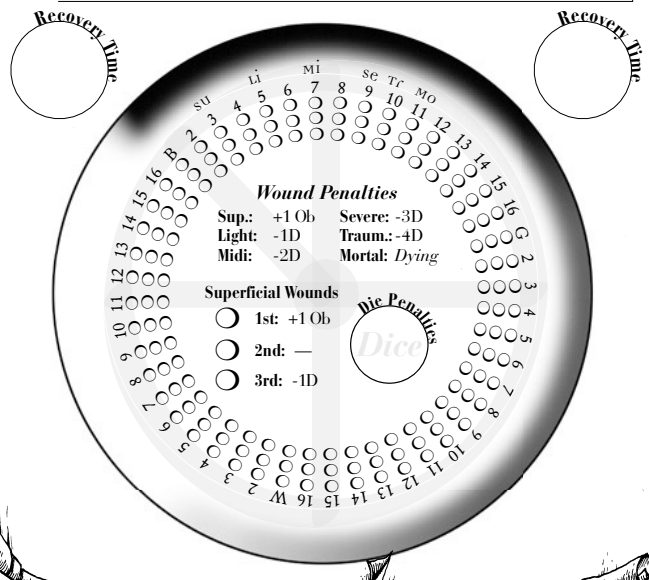
Reflexes **B 5**

Average of Per, Agl, Spd  
Ref advances as the stats do.

Mortal Wound **B 11**

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
dwarven rune script	B 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
chronology of kings	B 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
estate management	G 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
etiquette	B 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
stentorious debate†	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
shrewd appraisal†	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
haggling	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
persuasion	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
etiquette	B 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
clan-wise	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
dwarf-wise	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
oath-wise	G 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
hold-wise	G 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
beer appraisal	G 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
beer-wise	G 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
illuminations	B 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
cartography	G 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
ancient history	G 2	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

## Skills

† these are special  
dwarven skills.  
All rolls are open-  
ended

# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●

Aptitude equals 10 minus Stat: Perception Aptitude \_\_\_ | Will Aptitude \_\_\_ | Agility Aptitude \_\_\_ | Speed Aptitude \_\_\_ | Power Aptitude \_\_\_ | Forte Aptitude \_\_\_

# Additional Skills

symbology	<input type="checkbox"/> B	≥	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
miller	<input type="checkbox"/> G	≥	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
mending	<input type="checkbox"/> B	≥	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
_____	<input type="checkbox"/>	_____	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
_____	<input type="checkbox"/>	_____	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
_____	<input type="checkbox"/>	_____	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
_____	<input type="checkbox"/>	_____	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○

# Practice Log

KOL HAS ALWAYS BEEN A LOYAL VASSAL OF THE IBUNIZ. FOR MOST OF HIS CAREER HE HAS SERVED AS CHRONICLER AND AS A "PROCUREMENT AGENT." DISASTER STRUCK and forever changed kol and the clan, WHEN THE PREVIOUS PRINCE AND HIS RETINUE WERE ALL DESTROYED ON A DOOMED MISSION. THE PRINCE'S YOUNGEST SON, VOST, WAS THEN RETRIEVED FROM HIS POSITION IN THE AXE-BEARERS AND CROWNED PRINCE OF THE IBUNIZIM.

KOL'S MENTOR WAS DRIVEN TO HIS GRAVE TRYING TO SCHOOL VOST IN THE WAYS OF KINGSHIP. PERSONALLY, KOL THINKS THAT VOST'S UNCLE, OXEN, WAS THE REAL SOURCE OF DISTRESS. THE SHABBY, CARELESS DRUNK IS FOREVER MEDDLING IN COURT AFFAIRS AND ATTEMPTING TO INFLUENCE THE PRINCE.

FOR THE LAST HALF CENTURY IT HAS BEEN KOL'S TASK TO COMPLETE WHAT HIS MASTER LEFT UNDONE— SCULPTING VOST INTO A SUITABLE AND RENOWNED PRINCE. KOL HAS FOUND ONLY ONE WAY TO ACHIEVE THIS GOAL— BY GUIDING WITH AN IRON HAND. THE PRINCE, frankly, is an idiot. HE LACKS DRIVE, ambition AND INSIGHT. ONLY RECENTLY HAS HE FINALLY GRASPED THE PROMINENT ROLE OF TRADITION AND ETIQUETTE IN THEIR CULTURE.

NOW THAT THIS BATTLE HAS BEEN WON, KOL HOPES TO DISPLAY TO HIS YOUNG COUSIN HOW DEVOTION TO THIS TRADITION MAKES DWARVES WEALTHY.  
continued below...

# Artha and Epiphanies

3  2  D

Fate: Open-end 6s  
 Persona: +1D per point  
 Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Ability \_\_\_\_\_  
 Total Artha Spent  F  P  D

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- finery
- sturdy shoes
- printed chronicles
- keg o nog
- A horde of eager ardents
- a set of finely crafted pens and inks
- an opulently furnished dwarven hall

this elven delegation will be the prince's first real test. it's vital to kol that vost put forth a strong face and wing the elves for all they're worth. they cannot gain the upper hand! if they do, they'll spend ages wheedling free services and gifts from the dwarves and make paupers of us all!

# Weapons Mechanics

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
Bare-fisted	<input type="checkbox"/> 3	<input type="checkbox"/> 5	<input type="checkbox"/> 7	2	-	F
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
_____	<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  
 Range Dice: Optimal \_\_\_ Extreme \_\_\_ | DOF: I \_\_\_ M \_\_\_ S \_\_\_

I  M  S  VA  ammunition  
 Range Dice: Optimal \_\_\_ Extreme \_\_\_ | DOF: I \_\_\_ M \_\_\_ S \_\_\_

## Armor

Dice	Location	Type	Clumsy Weight
○○○○○	Head	_____	STEALTHY: _____
○○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○○	Right Leg	_____	
○○○○○○○	Left Leg	_____	
○○○○○	Shield	_____	

# Character Index

Name **uncle oxen** Stock **dwarven noble** Age **267**

Alias **oxen ibuniz** Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F:  TRADITION IS ONLY SO MUCH AIR  
P:  FROM THE BELLOWS, FANNING THE  
D:  FLAMES OF PRIDE AND HATRED.

F:  I've got to save **vost** from these  
P:  idiots.  
D:

F:  I've got to save myself from  
P:  these idiots.  
D:

## Instincts

F:  Always play your cards close to  
P:  your chest.  
D:

F:  when entering a situation, always  
P:  assess each participant.  
D:

F:   
P:  keep **nog** handy  
D:

## Traits

**oath:** I swore to my **curious** **drunk**  
**dead brother to** **tinkerer** **despondent**  
**ensure the safety and** **dispute settler** **adventurer**  
**prosperity of our clan** **pragmatic outlook** **boaster**  
**folksy wisdom** **lesser muse: jewelwork**  
**oath-swearer** **inspires games of**  
**stone-faced** **chance**

## Relationships

**prince **vost****— beloved nephew who has **warden **ferun****— tweedle dumber. **ferun** is such great potential, but is on the verge of being turned into a dullard by his advisors.  
**seneschal **kol****— tweedle dum. he is half of everything bad about dwarves—he's myopic, greedy and egomaniacal.

## History, Circles, Reputation, Affiliations

**Lifepaths** born noble, abecedart, gambler, husband, tinkerer, adventurer, trader, gambler, longbeard, drunk

**Circles** **B** 3 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

**Primary Reputation** 2D a lousy drunk **Primary Affiliation** 2D as regent of **ibuniz**

**Secondary Reputation** 1D "he who returned the crown"  
**Secondary Affiliation** 1D friend of **gothmog**

## Resources

Source of Income/Wealth \_\_\_\_\_

Cache/Loans \_\_\_\_\_

Debt \_\_\_\_\_

**Resources** **B** 8 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

## Stats

**Will** **B** 5 *Let it Ride Successes*

tests for advancement  
Difficult:   
Challenge:

**Perception** **G** 8

Difficult:   
Challenge:

**Power** **B** 5

Difficult:   
Challenge:

**Forte** **B** 5

Difficult:   
Challenge:

**Agility** **B** 4

Difficult:   
Challenge:

**Speed** **B** 5

Difficult:   
Challenge:

**Speed Multiplier:** **X3**

## Attributes

**Health** **B** 5 *Let it Ride Successes*

tests for advancement  
Routine:   
Difficult:   
Challenge:

**Steel** **B** 7

Routine:   
Difficult:   
Challenge:

**Hesitation** 5  
(Hesitation = 10 - Will exp)

**greed** **B** 8

Routine:   
Difficult:   
Challenge:

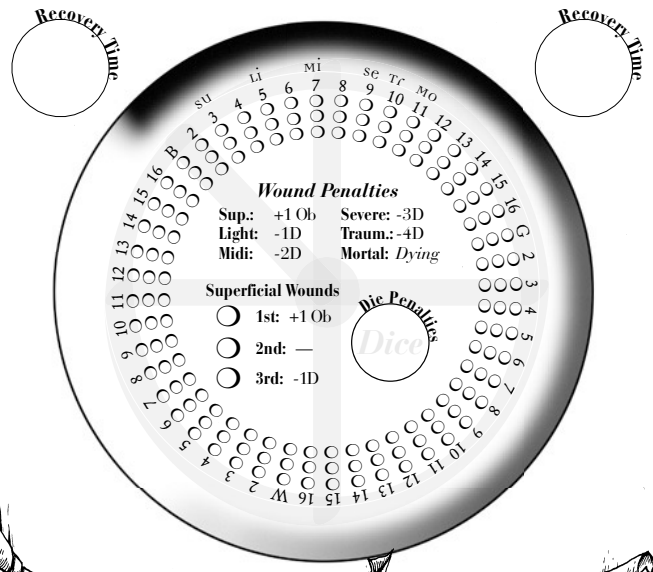
**Reflexes** **B** 5

Average of Per, Agl, Spd  
Ref advances as the stats do.

**Mortal Wound** **B** 11

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
dwarven rune script	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
cooking	G 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
games of chance	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
stentorious singing†	B 6	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
drinking†	B 6	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
haggling	B 5	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
soothing platitudes	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
coarse persuasion†	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
ugly truth	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
persuasion	B 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
stentorious debate†	B 2	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
stuff-wise	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
clan-wise	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
family-wise	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
guildr-wise	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
host-wise	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
observation	G 8	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
obscure history	G 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

† these are special dwarven skills. All rolls are open-ended

### ADDITIONAL, ADDITIONAL SKILLS

crossbow	B	2
lockpick	B	2
symbology	G	4
scavenging	G	4
sleight of hand	B	2

**Aptitude** equals 10 minus Stat: **Perception Aptitude** \_\_\_ | **Will Aptitude** \_\_\_ | **Agility Aptitude** \_\_\_ | **Speed Aptitude** \_\_\_ | **Power Aptitude** \_\_\_ | **Forte Aptitude** \_\_\_

## Additional Skills

shrewd appraisal <sup>†</sup>	B	2	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
survival	B	3	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
climbing	B	2	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
knots	B	2	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
herbalism	B	3	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
firebuilding	G	4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○
brawling	B	2	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○

## Practice Log

oxen has promised to save his clan from ruin. the only problem is, he's spent his entire life running from his obligations. he is the prodigal son. the perennial rebel grown old and seen his dreams flicker, flare and fall.

he's lead a many-storied life. as a young dwarf, he groomed to become a member of the court—a seneschal in the service of his older brother, the next prince. this was hideously boring. as soon as he could, oxen gambled away his school books and his shoes for enough scratch to bribe a guard to smuggle him out. life as a gambler was fun, but shortly after he met a beautiful daughter of a poor clanner family. damning tradition and honor to hell, he married her and lived happily for many years. she died before they managed to have any children. oxen wandered the countryside sad and alone as a tinkere.

during these sad years, much to his chagrin, oxen turned out to be good at what ever he tried. and so every time he got good at something, he ran from it. trying to drown himself in obscurity and failure—he never wanted to succeed.

but, a few years ago, while he was out drinking and gambling he heard a rumor that his brother, the prince, and his entire cohort had been killed by the great orc, gothmog. they had been out searching for the lost ibuniz crown. the loss of his brother pained him greatly. even worse, if the prince's sons were killed with him (as was often the case),

## Artha and Epiphanies



Fate: Open-end 6s  
 Persona: +1D per point  
 Deeds: Double dice or reroll failure

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Ability** \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

**Epiphany (permanent shade shift)**

3 Deeds points, 10 Persona points and 20 Fate points

## Gear and Possessions

- keg o nog
- dirty pajamas
- adventuring gear
- dwarven-made plated leather
- dwarven arbalest
- printed chronicles of his adventures
- kitchen and staff

oxen was in line for the throne. this terrified him more than anything else. quickly formulating a plan, oxen set out on his final adventure. tracking down gothmog and his uproarious clan, he gained their favor and earned their trust with his stories and tricks. after gambling with them for years, he finally got gothmog to agree to a final match for his most beloved possession—the dwarven crown, oxen's brother's birthright. oxen won the bet and the crown and quickly fled lest his hosts change their hate-filled minds.

upon his return, much to his relief, he found that his brother's youngest still yet lived. desperate to save himself from responsibility, oxen had himself inducted into the longbeards so he could become an oathswearer and bind his nephew to the oath of princehood (and thereby save himself from the same fate!).

his plan worked. none of the clan wanted him as prince anyway. but the decades training his nephew, decades spent fighting the influence of kol and ferun have taken their toll. oxen took to nog like a fish to water. it's his only escape from the drudgery of the court politics. the problem is, of course, if he abandons himself to the sweet surrender of drink, he abandons his nephew to the twin buffoons kol and ferun.

## Weapons Mechanics

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
Bare-fisted	B 3	B 5	B 7	2	-	F
_____	□	□	□	□	□	□
_____	□	□	□	□	□	□
_____	□	□	□	□	□	□

### MISSILE WEAPONS

I	M	S	VA	ammunition
□	□	□	□	□

Range Dice: Optimal \_\_\_ Extreme \_\_\_ | DOF: I \_\_\_ M \_\_\_ S \_\_\_

I	M	S	VA	ammunition
□	□	□	□	□

Range Dice: Optimal \_\_\_ Extreme \_\_\_ | DOF: I \_\_\_ M \_\_\_ S \_\_\_

### Armor

Dice	Location	Type	Clumsy Weight
○○○○○	Head	_____	STEALTHY: _____
○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○	Right Leg	_____	
○○○○○○	Left Leg	_____	
○○○○○	Shield	_____	

# Character Index

Name **warden ferun** Stock **dwarven guilder** Age **225**

Alias **ferun dirkun** Homeland

Features

## Beliefs

F:  The crown was mine to return  
P:  (for glory and honor)  
D:

F:  I will guard the honor of the  
P:  ibuniz with my life.  
D:

F:  Those who spit upon my low  
P:  birth shall be repaid two-fold  
D:  for their insults.

## Instincts

F:  Assess all around me for any  
P:  weapons they carry  
D:

F:  Always keep an armed guard with  
D:  me.

F:  In matters material and  
D:  temporal, defer to the seneschal

## Traits

**grudge: uncle oxen** quirky resigned to death  
**has spit upon me with** oddly likeable (cb p 285)  
**his lies surrounding** chuntering hard as nails (cb p 52)  
**the crown. I swear to** chuffing grudgekeeper (cb p 54)  
**make him pay dearly** quick step (cb p 53)  
**for his insult.** iron memory (cb p 52)

## Relationships

**uncle oxen**— fool of a dwarf who tells nothing but lies. He's technically the ranking noble in the clan, so he can't be acted against directly.  
**prince vost**— A naive, sheltered young dwarf who needs to be educated in the harsh realities of dwarven politics.  
**seneschal kol**— A cunning dwarf who managed to keep the failing hold together during these dark times.

## History, Circles, Reputation, Affiliations

**Lifepaths** born guilder, word bearer, foot soldier, banner bearer, axe bearer, horncaller, gray beard, captain, warden

**Circles** **G** 2 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Primary Reputation **hard-nosed commander** 2D Primary Affiliation **warden of the ibuniz, 2D**

Secondary Reputation Secondary Affiliation

## Resources

Source of Income/Wealth

Cache/Loans

Debt

**Resources** **B** 5 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

## Stats

**Will** **G** 4 *Let it Ride Successes*

tests for advancement  
Difficult:   
Challenge:

**Perception** **B** 4

Difficult:   
Challenge:

**Power** **B** 6

Difficult:   
Challenge:

**Forte** **B** 6

Difficult:   
Challenge:

**Agility** **B** 6

Difficult:   
Challenge:

**Speed** **B** 5

Difficult:   
Challenge:

Speed Multiplier: X3

## Attributes

**Health** **B** 6 *Let it Ride Successes*

tests for advancement  
Routine:   
Difficult:   
Challenge:

**Steel** **B** 8

Routine:   
Difficult:   
Challenge:

**Hesitation** 4  
(Hesitation = 10 - Will exp)

**greed** **B** 6

Routine:   
Difficult:   
Challenge:

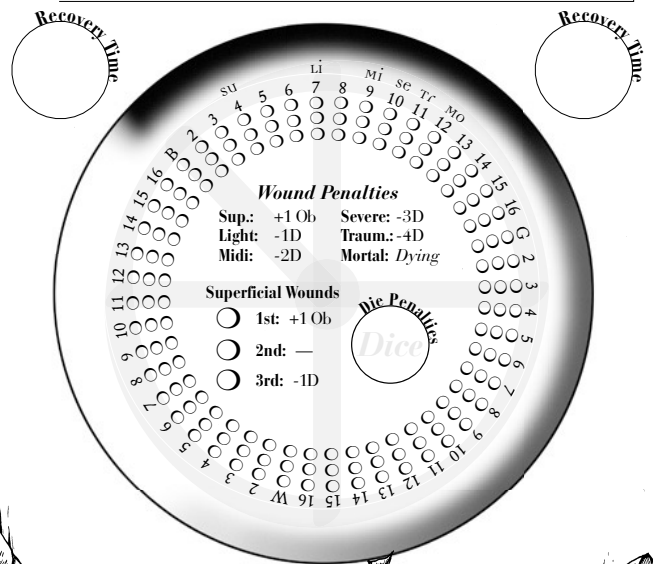
**Reflexes** **B** 5

Average of Per, Agl, Spd  
Ref advances as the stats do.

**Mortal Wound** **B** 12

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
hold-wise	<b>B</b> <u>4</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
rumor-wise	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
clan history	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
oratory	<b>G</b> <u>4</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
conspicuous	<b>G</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
banner-wise	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
intimidation	<b>G</b> <u>4</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
command	<b>G</b> <u>4</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
strategy	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
cartography	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
observation	<b>B</b> <u>4</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
etiquette	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
AHE	<b>B</b> <u>6</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
throwing	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
brawling	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
hammer	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
field dressing	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
links	<b>B</b> <u>3</u>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>



# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●

Aptitude equals 10 minus Stat: Perception Aptitude \_\_\_ | Will Aptitude \_\_\_ | Agility Aptitude \_\_\_ | Speed Aptitude \_\_\_ | Power Aptitude \_\_\_ | Forte Aptitude \_\_\_

# Additional Skills

foraging	<input type="checkbox"/> B	2	Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
brass trumpet	<input type="checkbox"/> G	3	Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
armor training	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
shield training	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
formation fighting	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
_____	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○
_____	<input type="checkbox"/>		Obstacle	Routine: ○○○○	Difficult: ○○○●	Challenge: ○○○●	○

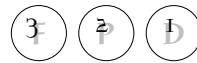
# Practice Log

FERUN'S FATHER WAS A GUILD TRADER OF LITTLE REPUTE. AFTER TOILING FOR YEARS IN THE TRADE, FERUN DECIDED THAT THE PATH FOR HIM WAS IN THE HOST. THERE HE COULD TRULY RISE ABOVE HIS STATION. SINCE THEN, EVERY SKILL HE'S LEARNED HAS BEEN SELF-TAUGHT, AND EVERY PROMOTION GAINED HAS BEEN EARNED THROUGH BLOOD AND SWEAT. NEVER TEARS, THOUGH. FERUN HAS NO TIME FOR TEARS IN HIS SERVICE, FOR NOW HE IS WARDEN OF THE IBUNIZ, SERVING PRINCE VOST AND SENESCHAL KOL. IT IS HIS SACRED DUTY TO PROTECT AND SECURE THE CLAN AND MAINTAIN ITS HOST.

THE PRINCE'S FATHER AND BROTHER WERE KILLED WHILE QUESTING, AND THE YOUNG DWARF WAS PROMOTED BEFORE HE WAS READY TO TAKE THE CROWN. THE OLD PRINCE WAS QUESTING TO RETURN THE CLAN'S LOST CROWN WHEN HE DIED. FERUN WAS JUST A CAPTAIN THEN, AND WHEN HE HEARD THE NEWS OF THE PRINCE'S UNTIMELY DEMISE, HIS FIRST IMPULSE WAS TO SET OUT AND RETRIEVE THE FAMILY'S HONOR HIMSELF. MUCH TO HIS CHAGRIN, THE SENESCHAL HELD HIM BACK FROM MAKING THE EXPEDITION. IN FACT, HE WAS PROMOTED TO WARDEN (SINCE THE PREVIOUS ONE HAD JUST DIED!) AND HIS NEW DUTIES KEPT HIM AT HOME.

TO MAKE MATTER'S WORSE, UNCLE OXEN SOON REAPPEARED AT THE HOLD BEARING THE LOST TREASURE! THE BESOTTEN DWARF CLAIMED TO HAVE WON BACK THE CROWN BY GAMBLING FOR IT WITH THE ORC CHIEFTAIN WHO STOLE IT. THIS STORY WAS SO PREPOSTEROUS (AND IT DID ROB FERUN OF SO MUCH HONOR AND GLORY) THAT FERUN HAS SWORN A GRUDGE AGAINST THE UNCLE FOR HIS LIES.

# Artha and Epiphanies



Fate: Open-end 6s  
 Persona: +1D per point  
 Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
 Total Artha Spent (F) (P) (D)

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- finery
- sturdy shoes
- dwarven-made plated mail
- dwarven arms
- dwarven shield
- forge mask
- a small, sparsely furnished dwarven hall

LASTLY, FERUN OFTEN CHAFES UNDER VOST'S NAIVETE AND SIMPLE NATURE— THE PRINCE FAILS TO UNDERSTAND CERTAIN "NECESSITIES" OF RANK. STILL, FERUN OBEYS THE PRINCE WITHOUT QUESTION—FOR IT IS HIS CROWN THAT COMMANDS HIM! THOUGH, ON OCCASION, HE HAS HAD TO "ELABORATE" ON THE ORDERS GIVEN.

FERUN AWAITS THE ARRIVAL OF THE ELVES WITH SATISFACTION— CONFIDENT THEY COME TO HONOR THE YOUNG PRINCE. IF THEY DON'T? HE'LL HAVE THEIR HEADS RETURNED TO THEIR KING AS SUITABLE GIFTS FOR INSULTING THE HONOR OF THE PRINCE OF IBUNIZ!

# Weapons Mechanics

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
Bare-fisted	<input type="checkbox"/> B 3	<input type="checkbox"/> B 6	<input type="checkbox"/> B 9	2	-	F
dwarven axe	<input type="checkbox"/> B 5	<input type="checkbox"/> B 10	<input type="checkbox"/> B 15	2	2	S
hilt strike	<input type="checkbox"/> B 4	<input type="checkbox"/> B 7	<input type="checkbox"/> B 10	2	1	S

## 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 \_\_\_

## Armor

Dice	Location	Type	Clumsy Weight
○○○○○○○	Head	plated chain	STEALTHY: +5 ob
○○○○○○○	Torso		PERCEPTION: ___
○○○○○○○	Right Arm		SPEED: ___
○○○○○○○	Left Arm		AGILITY: ___
○○○○○○○	Right Leg		
○○○○○○○	Left Leg		
○○○○○	Shield	gray shield	

# Character Index

Name **Eonwë** Stock **Elven Etharch** Age **298**  
 son of **Åonwir**

Alias \_\_\_\_\_ Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F:  Violence begets only Grief; I am  
 P:  done with it.  
 D:  If I serve Prince Finrir well, and help  
 him become the Etharch he was  
 P:  meant to be, I will have absolution  
 D:  for failing my father.  
 F:  If I fail to help Prince Finrir become  
 P:  the West and bring my sorrow with me.  
 D:  who he was born to be, I must pass to

## Instincts

F:  When challenged, take the  
 P:  defensive stance.  
 D:  When violence is shouted for,  
 P:  I would not want beside me in battle.  
 D:  speak peace.  
 F:  Keep my sword in reach.  
 P:  He's trouble!  
 D:  Riil, Loremaster— Wise and judicious

## Traits

Etharchal Sworn to the Etharch  
 Cool Headed Mourner  
 Calm Demeanor World Weary  
 (C/O Steel in DoW)  
 Lesson of One  
 Fealty to the Fea

## Relationships

Åonwir, Father and Master, deceased—the embodiment of all my dreams.  
 Alitanur, Ranger— Finrir's hot-headed childhood friend. He is the kind of Elf I would not want beside me in battle.  
 Finrir, Prince— A young Prince and a living hope for redemption  
 He's trouble!  
 Riil, Loremaster— Wise and judicious

## History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Attendant,  
 Second, Sword Singer, Sword Singer,  
 Captain, Song Singer

Primary Reputation The Baddest Swordsinger in the Land: 2D  
 Secondary Reputation \_\_\_\_\_  
 Primary Affiliation Captain of Finrir's Swordsingers 1D  
 Secondary Affiliation Elven Etharch 1D

Circles **B** 3 *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:

## Resources

Source of Income/Wealth \_\_\_\_\_  
 Cache/Loans \_\_\_\_\_  
 Debt \_\_\_\_\_

Resources **B** 2 *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:

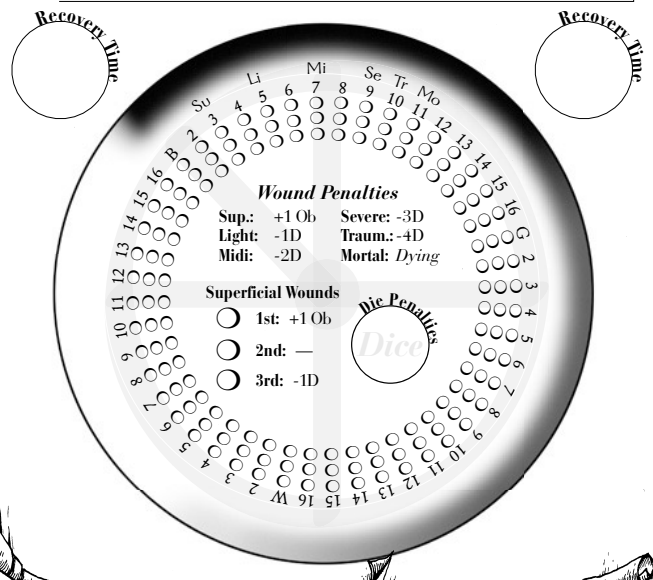
## Stats

Will **B** 7 *Let it Ride Successes*  
 tests for advancement  
 Difficult:   
 Challenge:   
 Perception **B** 6  
 Difficult:   
 Challenge:   
 Power **B** 5  
 Difficult:   
 Challenge:   
 Forte **B** 5  
 Difficult:   
 Challenge:   
 Agility **B** 6  
 Difficult:   
 Challenge:   
 Speed **B** 6  
 Difficult:   
 Challenge:   
 Speed Multiplier: x3.5

## Attributes

Health **B** 7 *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:   
 Steel **G** 5  
 Routine:   
 Difficult:   
 Challenge:   
 Hesitation **3/2** from surprise  
 (Hesitation = 10 - Will exp)  
 Grief **B** 9  
 Routine:   
 Difficult:   
 Challenge:   
 Reflexes **B** 6  
 Average of Per, Agl, Spd  
 Ref advances as the stats do.  
 Mortal Wound **B** 11  
 Average of Power and Forte (plus 6).  
 MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Obstacle	Experience for Advancement	Tests needed	LR successes
Elven Script	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Ettiquette	<b>B</b> 3	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Singing	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Ride	<b>B</b> 5	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Brawl	<b>B</b> 5	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Sword	<b>G</b> 6	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Bow	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Knives	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Silent Fury <sup>s</sup>	<b>B</b> 5	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

Skill Name	Shade/Exponent	Obstacle	Experience for Advancement	Tests needed	LR successes
Song of the Sword <sup>s</sup>	<b>B</b> 5	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Paen of Deeds <sup>s</sup>	<b>B</b> 5	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Song of Songs <sup>s</sup>	<b>B</b> 3	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Lament of the Westering Sun <sup>s</sup>	<b>B</b> 3	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Song of Bonding <sup>s</sup>	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Command	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Tactics	<b>B</b> 4	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Oratory	<b>B</b> 3	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Armor	<b>B</b> 3	Obstacle	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

& These skill songs and spell songs are open ended

## Skills

# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●

Aptitude equals 10 minus Stat: Perception Aptitude \_\_\_ | Will Aptitude \_\_\_ | Agility Aptitude \_\_\_ | Speed Aptitude \_\_\_ | Power Aptitude \_\_\_ | Forte Aptitude \_\_\_

# Additional Skills

Mounted Combat	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○
_____	<input type="checkbox"/>	Obstacle	Routine: ○ ○ ○ ○ ○	Difficult: ○ ○ ○ ○ ○	Challenge: ○ ○ ○ ● ○	○

# Practice Log

Eonwë was once on the path to be one of the greatest elven sword singers of this age. His skilled was reknowned, and nearly surpassed that of his master and father, Aonwir. Eonwë trained under his father since he was a young boy—even to the neglect of his studies. He served as his father's Attendant and Second before gaining the right to sing the Sword Song. He and Aonwir fought together in countless wars across centuries and lands, always keeping safe the people of King Fanrir.

Tragedy struck about 50 years ago when Eonwë's father was felled in a savage battle. Right there, on the spot, Eonwë lost his purpose and quit his order. Taking up a self-imposed exile, he journeyed the lands trying to outlive his past, learning ancient elven songs and trying desperately lament his loss. But try as he might, he could never remove the stain of grief from his soul. To this day he still mourns his father's death. And it is that grief which shall ultimately be his undoing. For Eonwë is perilously close to succumbing to his bitterness.

Recently, Ril, one of King Fanrir's loremasters, came upon him and informed him that he was needed. His cousin, the King's own son, Finrir, required his aid. He needed Eonwë's wisdom of experience to help prepare him for his eventual role as king. Eonwë felt this was perhaps his chance to redeem himself and agreed to become the prince's bodyguard and trainer. They had known each other since boyhood, and this presented a chance to reignite an old friendship and to repay his debt of failure to his fallen father.

# Artha and Epiphanies

3 2 1

Fate: Open-end 6s  
Persona: +1D per point  
Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Epiphany: (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- Elven Arms
- Run of the Mill Bow
- Plated Mail
- Elven Finery
- Elven Shoes
- Traveling Gear

# Weapons Mechanics

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
Bare-fisted	<input type="checkbox"/> 2	<input type="checkbox"/> 4	<input type="checkbox"/> 6	2	-	F	
Elven Sword	<input type="checkbox"/> 4	<input type="checkbox"/> 8	<input type="checkbox"/> 12	2	1	S	
Elve Knife	<input type="checkbox"/> 3	<input type="checkbox"/> 6	<input type="checkbox"/> 9	1	1	F	
_____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____				

## MISSILE WEAPONS

I \_\_\_\_\_ M \_\_\_\_\_ S \_\_\_\_\_ VA \_\_\_\_\_ ammunition \_\_\_\_\_  
Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I \_\_\_\_\_ M \_\_\_\_\_ S \_\_\_\_\_

I \_\_\_\_\_ M \_\_\_\_\_ S \_\_\_\_\_ VA \_\_\_\_\_ ammunition \_\_\_\_\_  
Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I \_\_\_\_\_ M \_\_\_\_\_ S \_\_\_\_\_

## Armor

Dice	Location	Type	Clumsy Weight
⊗ ⊗ ⊗ ⊗ ⊗ ○	Head	Plated Mail	STEALTHY: +5 Ob
⊗ ⊗ ⊗ ⊗ ⊗ ○	Torso	_____	PERCEPTION: _____
⊗ ⊗ ⊗ ⊗ ⊗ ○	Right Arm	_____	SPEED: _____
⊗ ⊗ ⊗ ⊗ ⊗ ○	Left Arm	_____	AGILITY: _____
⊗ ⊗ ⊗ ⊗ ⊗ ○	Right Leg	_____	
⊗ ⊗ ⊗ ⊗ ⊗ ○	Left Leg	_____	
○ ○ ○ ○ ○	Shield	_____	

# Character Index

Name **Ruil the Sagacious** Stock **Elven Loremaster** Age **475**

Alias \_\_\_\_\_ Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

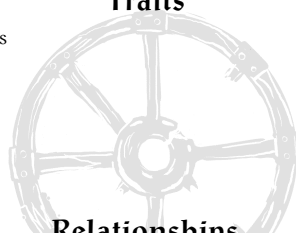
F:  Prince Finrir will be Etharch  
 P:  someday, it is my role to guide him on this path.  
 D:  I am the keeper of the greatest of all treasures — elven history — and deserve the respect and dignity that comes with such trust.  
 F:  All problems can be solved via research and discourse.

## Instincts

F:  Always carry the Tome of Lore  
 P:  When challenged or questioned, always offer a wise quotation.  
 D:  Keep an eye on the prince

## Traits

Elven common traits, plus  
 Etharchal  
 Patient  
 Organized  
 Appreciation for Beauty  
 Tenacious (pg 287, CB)



## Relationships

Etharch Fanrir— most beloved king, prevent the Dwarves from turning  
 Prince Finrir— heir to the throne. He from negotiation to coercion.  
 is my charge and my duty!  
 Alitanür— The Prince's lifelong friend.  
 Eonwë, Swordsinger— A swordmaster He's dangerous and temperamental,  
 of fabled ability. His presence shall but the Prince wanted him along.

## History, Circles, Reputation, Affiliations

Lifepaths **Born Etharch, Student, Artist, Song Singer, Bard, Adjutant, Loremaster**

Circles **B 3** *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:

Primary Reputation **1D** rep as preoccupied Loremaster  
 Secondary Reputation \_\_\_\_\_

Primary Affiliation **2D** as Loremaster of the Souther Courts  
 Secondary Affiliation \_\_\_\_\_

## Resources

Source of Income/Wealth \_\_\_\_\_  
 Cache/Loans \_\_\_\_\_  
 Debt \_\_\_\_\_

Resources **B 3** *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:

## Stats

Will **B 6** *Let it Ride Successes*  
 tests for advancement  
 Difficult:   
 Challenge:

Perception **G 7**  
 Difficult:   
 Challenge:

Power **B 4**  
 Difficult:   
 Challenge:

Forte **B 5**  
 Difficult:   
 Challenge:

Agility **B 5**  
 Difficult:   
 Challenge:

Speed **B 5**  
 Difficult:   
 Challenge:

Speed Multiplier: x3.5

## Attributes

Health **B 6** *Let it Ride Successes*  
 tests for advancement  
 Routine:   
 Difficult:   
 Challenge:

Steel **B 8**  
 Routine:   
 Difficult:   
 Challenge:

Hesitation **4**  
 (Hesitation = 10 - Will exp)

Grief **B 6**  
 Routine:   
 Difficult:   
 Challenge:

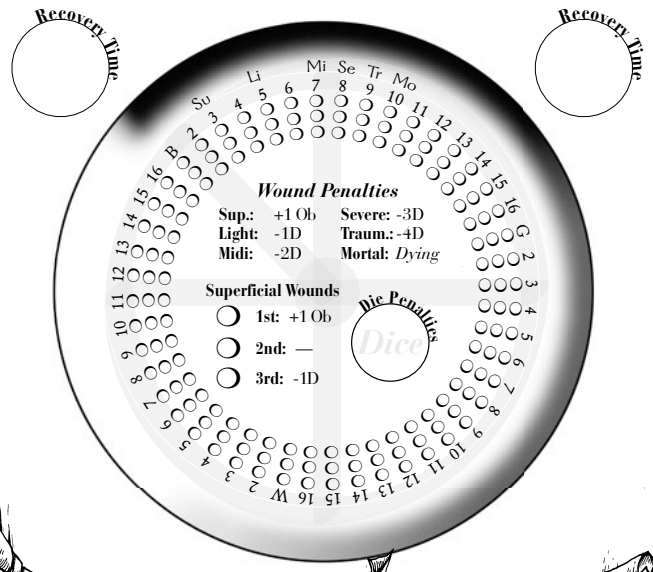
Reflexes **B 6**

Average of Per, Agl, Spd  
 Ref advances as the stats do.

Mortal Wound **B 10**

Average of Power and Forte (plus 6).  
 MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Obstacle	Experience for Advancement	Tests needed	L/R successes
Elven Script	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Etiquette	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Sing	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Rhyme of Tongues <sup>s</sup>	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Dwarf-wise	G 5	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Oratory	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Calligraphy	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Song of the Citadel <sup>s</sup>	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Administration	G 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

## Skills

Skill Name	Shade/Exponent	Obstacle	Experience for Advancement	Tests needed	L/R successes
Etharch-wise	G 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Ancient History	G 5	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Research	G 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Ages of the Etharch <sup>s</sup>	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Lyric of Law <sup>s</sup>	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Ballad of History <sup>s</sup>	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Lament of Mourning <sup>s</sup>	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Canticle of Years <sup>s</sup>	B 3	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Song of the Eldar <sup>s</sup>	B 4	Obstacle	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●

**Aptitude** equals 10 minus Stat: **Perception Aptitude** \_\_\_ | **Will Aptitude** \_\_\_ | **Agility Aptitude** \_\_\_ | **Speed Aptitude** \_\_\_ | **Power Aptitude** \_\_\_ | **Forte Aptitude** \_\_\_

# Additional Skills

Song of Form <sup>§</sup>	<input type="checkbox"/> B	3	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>
Song of Merriment <sup>§</sup>	<input type="checkbox"/> B	4	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>
Verse of Friendship <sup>§</sup>	<input type="checkbox"/> B	4	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>
Tract of Enmity <sup>§</sup>	<input type="checkbox"/> B	4	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>
Lyre	<input type="checkbox"/> B	3	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>
§ these skill songs and spell songs are open-ended	<input type="checkbox"/>	___	Obstacle	Routine:	○ ○ ○ ○ ○	Difficulty:	○ ○ ○ ○ ○	Challenge:	○ ○ ○ ● ○	<input type="checkbox"/>

# Practice Log

Ril is one of a handful of loremasters serving the elven king Fanrir. He has spent lifetimes mastering the speech of nearly every known language, in addition he's wandered the elf lands, learning their customs and documenting their lives. Due to his acumen, he has been chosen as tutor and advisor for Prince Finrir. He has satisfactorily schooled the young elf in the duties of his rank and in the proper etiquette of performing his function.

Now comes the first test of his instruction with Finrir's journey to the lbunith Hold to strengthen bonds of friendship between the new Prince Vost and the elven people. The Loremaster is acquainted with this history of the lbunith dwarves—Prince Vost's father was killed while questing to retrieve his lost crown. Vost himself was hastily elevated to his new station upon news of his father's death. Rumor whispers that he was unready and unsuited for the task and is still growing accustomed to his duties.

Still, it is past due for the two peoples to reaffirm their bonds. Thus, a delegation is in order. Ril is quite aware of the traditional and rigid nature of the dwarven culture—the utmost etiquette must be preserved while in their presence in order to prevent an "incident." No one wants an incident.

# Artha and Epiphanies

3 2 1

Fate: Open-end 6s  
Persona: +1D per point  
Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

**Epiphany (permanent shade shift)**

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- Elven Finery
- Elven Shoes
- Tome of Lore
- Elven Lyre
- Elven Mirrorwine
- Elven Bread

# Weapons Mechanics

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
Bare-fisted	<input type="checkbox"/> B 2	<input type="checkbox"/> B 4	<input type="checkbox"/> B 6	2	-	F
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
_____	<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 ___				

## Armor

Dice	Location	Type	Clumsy Weight
○ ○ ○ ○ ○ ○	Head	_____	STEALTHY: _____
○ ○ ○ ○ ○ ○ ○	Torso	_____	PERCEPTION: _____
○ ○ ○ ○ ○ ○	Right Arm	_____	SPEED: _____
○ ○ ○ ○ ○ ○	Left Arm	_____	AGILITY: _____
○ ○ ○ ○ ○ ○	Right Leg	_____	
○ ○ ○ ○ ○ ○	Left Leg	_____	
○ ○ ○ ○ ○	Shield	_____	

# Character Index

Name **Finrir son of Fanrir** Stock **Elven Etharch** Age **275**

Alias \_\_\_\_\_ Homeland \_\_\_\_\_ Features \_\_\_\_\_

## Beliefs

F:  I am Prince by birth, rank and nature. Question this at your peril.

P:  Any obstacle can be overcome with the application of etiquette and grace.

D:  My coat of mail was a gift from my father, it is more precious than any other heirloom.

## Instincts

F:  When questioned, assert my birthright and rank.

P:  Always use the strictest etiquette

D:  When otherwise unoccupied, care for my armor.

## Traits

Elven common traits, plus Etharchal Fealty to the Fea Prince of the Blood Fea Calm Demeanor (c/o Steel in DoW) Lesson of One

## Relationships

Etharch Fanrir— father. Riil, Loremaster— My father's advisor.  
Princess Rienna— sister, hateful An expert in etiquette and Dwarvish affairs.  
Eonwë, Captain— my stoic and trusted bodyguard. His arm is strong, but his soul is fragile. Alitanur, Ranger— Old friend and confidante.

## History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Attendant Second, Sword Singer, Prince

Primary Reputation Inexperienced Prince, 2D  
Secondary Reputation \_\_\_\_\_

Circles **B** 4 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Primary Affiliation Prince of the Souther Elves, 2D  
Secondary Affiliation Elven Etharch, 1D

## Resources

Source of Income/Wealth His father and his own land  
Cache/Loans \_\_\_\_\_  
Debt \_\_\_\_\_

Resources **B** 7 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

## Stats

Will **B** 6 *Let it Ride Successes*  
tests for advancement  
Difficult:   
Challenge:

Perception **B** 6  
Difficult:   
Challenge:

Power **B** 4  
Difficult:   
Challenge:

Forte **B** 5  
Difficult:   
Challenge:

Agility **B** 6  
Difficult:   
Challenge:

Speed **B** 5  
Difficult:   
Challenge:

Speed Multiplier: x3.5

## Attributes

Health **B** 6 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Steel **B** 7  
Routine:   
Difficult:   
Challenge:

Hesitation **4**  
(Hesitation = 10 - Will exp)

Grief **B** 6  
Routine:   
Difficult:   
Challenge:

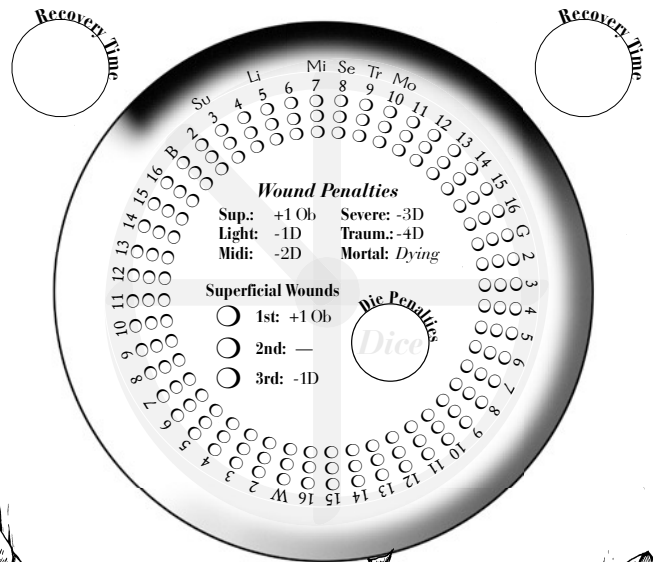
Reflexes **B** 6

Average of Per, Agl, Spd  
Ref advances as the stats do.

Mortal Wound **B** 10

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	L/R successes
Elven Script	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Ettiquette	<b>B</b> 6	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Singing	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Oratory	<b>B</b> 5	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Persuasion	<b>B</b> 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Command	<b>B</b> 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Ride	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Brawl	<b>B</b> 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Sword	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	L/R successes
Bow	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Song of Bonding <sup>§</sup>	<b>B</b> 3	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Song of the Sword <sup>§</sup>	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Song of Lordship <sup>§</sup>	<b>B</b> 4	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Voice of Ages <sup>§</sup>	<b>B</b> 6	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Mounted Combat	<input type="checkbox"/>	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Armor	<input type="checkbox"/>	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
§ these skill songs and spell songs are open-ended	<input type="checkbox"/>	Routine: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Difficult: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Challenge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●
_____	_____	○○○○●

**Aptitude** equals 10 minus Stat: **Perception Aptitude** \_\_\_ | **Will Aptitude** \_\_\_ | **Agility Aptitude** \_\_\_ | **Speed Aptitude** \_\_\_ | **Power Aptitude** \_\_\_ | **Forté Aptitude** \_\_\_

# Additional Skills

_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____ <input type="checkbox"/>	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○

# Practice Log

Though Finrir would not admit it, he has lead a very sheltered life. Two thirds of his three centuries of life have been spent at court learning the trappings of princehood. Even his life before gaining his rank was merely formal training on the path to the crown. No elf may be prince without paying homage to the sword. This focused upbringing has granted him perfect etiquette and, at the same time, a rather narrow view of the world.

Finally, Finrir has been released from his father's tedious bonds. His first mission as prince is at hand! And something as important as leading an embassy to the Ibunizim Clan head—a young Dwarven prince of equal rank. How exciting.

Accompanying the elven prince on his mission are two of his childhood friends, cousins in fact: Eonwē the Grim, renowned sword singer and the prince's personal bodyguard; Alitanūr, a Ranger and the prince's way-guide on the mission. Alitanūr and the prince are close friends (and the prince secretly harbors a secret desire to become a ranger). Lastly, one of his father's advisors has accompanied the young prince, the Loremaster Riil. Though chafing under his father's long reach, even the prince admits that the Loremaster is learned, wise and useful. He'll use him well.

The Prince has been dispatched to congratulate the Dwarven Prince Vost Ibuniz on his ascension and offer condolences regarding the death of Vost's father. Aside from that, Finrir has been charged with forging a pact of goodwill between the two peoples—if possible!

# Artha and Epiphanies

3 2 1

Fate: Open-end 6s  
Persona: +1D per point  
Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

**Epiphany (permanent shade shift)**

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- Elven Arms
- Finery
- Pointy Elven Shoes
- Traveling Gear
- Elven Mirrorwine
- A large manor in deep forest glen

# Weapons Mechanics

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
<b>Bare-fisted</b>	[B] 2	[B] 4	[B] 6	2	-	F	
Elven Sword	[B] 4	[B] 7	[B] 10	2	1	F	
_____	[ ]	[ ]	[ ]				
_____	[ ]	[ ]	[ ]				

## MISSILE WEAPONS

I M S VA ammunition  
 \_\_\_\_\_  \_\_\_\_\_  \_\_\_\_\_  \_\_\_\_\_

Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I M S

I M S VA ammunition  
 \_\_\_\_\_  \_\_\_\_\_  \_\_\_\_\_  \_\_\_\_\_

Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I M S

## Armor

Dice	Location	Type	Clumsy Weight
××××○○	Head	Mithril Chain	STEALTHY: +2 Ob
×××××○○	Torso	Mithril Chain	PERCEPTION: _____
×××××○○	Right Arm	Mithril Chain	SPEED: _____
×××××○○	Left Arm	Mithril Chain	AGILITY: _____
×××××○○	Right Leg	Mithril Chain	
×××××○○	Left Leg	Mithril Chain	
○○○○○	Shield		

# Character Index

Name **Alitanür** Stock Wilder Elf Ranger Age 256

Alias **Half Elf** Homeland Features

## Beliefs

F:  My purpose in life is to serve the Elven people and to ensure the protection of their purity and grace.

F:  Dwarves are scheming, greedy, racist, provincial midgets—I shall use our meeting here to demonstrate to the

F:  Elves.  
P:  I must cure Finrir of his naivete—he must see how the world truly works.

## Instincts

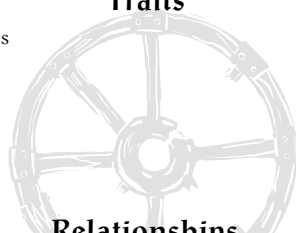
F:  Always assess (like Obi-Wan) before using the Threne.

F:  When cloaked, always duck through doors already being opened.

F:  When the bow is out, keep an arrow knocked.

## Traits

Elven Common traits plus Half Elf  
Gloryhound (pg 277, CB)



## Relationships

Finrir, Prince — Like an older brother. Kind and powerful, but naive.  
Eonwë, Captain — Awe-inspiring in both the depth of his skill and of his Riil, Loremaster — How foolish are the wise!  
Grief: He is truly terrifying to behold.

## History, Circles, Reputation, Affiliations

Lifepaths Born Wilder, Gatherer, Wanderer, Huntsman, Soother, Ranger

Circles **B** 3 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

## Resources

Source of Income/Wealth

Resources **B** 0 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Cache/Loans

Debt

## Stats

Will **B** 6 *Let it Ride Successes*  
tests for advancement  
Difficult:   
Challenge:

Perception **B** 7  
Difficult:   
Challenge:

Power **B** 4  
Difficult:   
Challenge:

Forte **B** 4  
Difficult:   
Challenge:

Agility **B** 5  
Difficult:   
Challenge:

Speed **B** 6  
Difficult:   
Challenge:

Speed Multiplier: x4.5

## Attributes

Health **B** 6 *Let it Ride Successes*  
tests for advancement  
Routine:   
Difficult:   
Challenge:

Steel **B** 7  
Routine:   
Difficult:   
Challenge:

Hesitation 4  
(Hesitation = 10 - Will exp)

Grief **B** 7  
Routine:   
Difficult:   
Challenge:

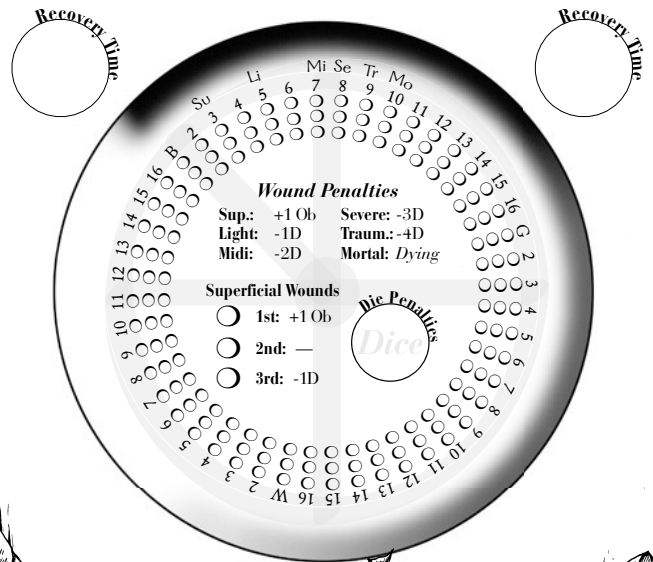
Reflexes **B** 6

Average of Per, Agl, Spd  
Ref advances as the stats do.

Mortal Wound **B** 10

Average of Power and Forte (plus 6).  
MW advances as the stats do.

## Physical Tolerances Wheel



## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	L/R successes
Sing	<b>B</b> 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Herb-wise	<b>B</b> 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Bow	<b>B</b> 6	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Stealthy	<b>B</b> 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Observation	<b>B</b> 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Sprinting	<input type="checkbox"/>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Persuasion	<b>B</b> 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Brawling	<b>B</b> 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Song of Soothing <sup>§</sup>	<b>B</b> 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

## Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	L/R successes
Rhyme of the Gatherer <sup>§</sup>	<b>B</b> 3	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Song of Paths and Ways <sup>§</sup>	<b>B</b> 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Air of Gates <sup>§</sup>	<b>B</b> 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Call of the Wild <sup>§</sup>	<b>B</b> 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Rhyme of the Pathfinder <sup>§</sup>	<b>B</b> 4	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>
Threne of the Chameleon <sup>§</sup>	<b>B</b> 5	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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="checkbox"/>	<input type="checkbox"/>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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="checkbox"/>	<input type="checkbox"/>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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="checkbox"/>	<input type="checkbox"/>	Routine: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Difficult: <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> Challenge: <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"/>

<sup>§</sup> these skill songs and spell songs are open-ended



# Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●
_____	_____	○ ○ ○ ○ ●

# Additional Skills

_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○
_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○
_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○
_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○
_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○
_____	<input type="checkbox"/>	Obstacle: Routine: ○ ○ ○ ○ = Difficult: ○ ○ ○ ○ = Challenge: ○ ○ ○ ● =	○

Aptitude equals 10 minus Stat: Perception Aptitude \_\_\_\_ | Will Aptitude \_\_\_\_ | Agility Aptitude \_\_\_\_ | Speed Aptitude \_\_\_\_ | Power Aptitude \_\_\_\_ | Forte Aptitude \_\_\_\_

# Practice Log

Alitanur is a Wilder Born half-elf. His father serves as one of the Etharch's Huntsman. Growing up around the Fea and the Aman, Alitanur was always made to feel like a lesser being. His blood was not pure and therefore he is weak—all his instructors predicted that one day he would fail because of his human lineage.

Being close to the Etharch's household allowed him to form a friendship with the Prince, Finrir. Alone among his peers, Finrir did not judge Alitanur. The pair spent many a long year hunting in the deep, old forests and cementing a lifelong friendship.

Since then, Alitanur spent more than a century without purpose. The life of the Huntsman wasn't enough for him. He craved danger, but his father forbade it. So he chose to become a Soother to the Soldier-Protectors. But being so close to the din of battle ignited a fire in him. In the end, he defied his father and joined the hallowed and honored ranks of the Rangers. He would prove his worth to his people once and for all!

But now, Finrir sought Alitanur out for this mission to the Dwarves. He told the Ranger that that he needed his talents in an official and royal capacity—to act as his guide and friend on his first and most important journey.

Alitanur readily accepted this duty in hopes of protecting the Prince from Dwarven treachery.

# Artha and Epiphanies

3 2 1

Fate: Open-end 6s  
Persona: +1D per point  
Deeds: Double dice or reroll failure

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Ability \_\_\_\_\_  
Total Artha Spent (F) (P) (D)

Epiphany: (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

# Gear and Possessions

- Run of the Mill Bow
- A quiver of hunting arrows
- Elven Cloak (+4D to Stealthy)
- Elven Clothes
- Elven Shoes
- Traveling Gear
- Quilted armor for chest and sleeves

# Weapons Mechanics

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
Bare-fisted	B 2	B 4	B 6	2	-	F
_____	□	□	□	□	□	□
_____	□	□	□	□	□	□
_____	□	□	□	□	□	□

## MISSILE WEAPONS

I	M	S	VA	ammunition
B 4	B 7	B 10	1	
□	□	□	□	

Range Dice: Optimal 2D Extreme 3D | DOF: I M S

I	M	S	VA	ammunition
□	□	□	□	

Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I M S

## Armor

Dice	Location	Type	Clumsy Weight
○ ○ ○ ○ ○	Head	Quilting	STEALTHY: _____
✕ ○ ○ ○ ○ ○	Torso	_____	PERCEPTION: _____
✕ ○ ○ ○ ○ ○	Right Arm	_____	SPEED: _____
✕ ○ ○ ○ ○ ○	Left Arm	_____	AGILITY: _____
○ ○ ○ ○ ○	Right Leg	_____	
○ ○ ○ ○ ○	Left Leg	_____	
○ ○ ○ ○ ○	Shield	_____	