

Total Number of Dice Rolled

Difficulty of Test by Dice Rolled

Test for Adv.	Routine	Difficult	Challenging
1D	Ob 1	Ob 1	Ob 2+
2D	Ob 1	Ob 2	Ob 3+
3D	Ob 1-2	Ob 3	Ob 4+
4D	Ob 1-2	Ob 3-4	Ob 5+
5D	Ob 1-3	Ob 4-5	Ob 6+
6D	Ob 1-4	Ob 5-6	Ob 7+
7D	Ob 1-4	Ob 5-7	Ob 8+
8D	Ob 1-5	Ob 6-8	Ob 9+
9D	Ob 1-6	Ob 7-9	Ob 10+
10D	Ob 1-7	Ob 8-10	Ob 11+
11D	Ob 1-8	Ob 9-11	Ob 12+
12D	Ob 1-9	Ob 10-12	Ob 13+
13D	Ob 1-10	Ob 11-13	Ob 14+
14D	Ob 1-11	Ob 12-14	Ob 15+
15D	Ob 1-12	Ob 13-15	Ob 16+
16D	Ob 1-13	Ob 14-16	Ob 17+
17D	Ob 1-14	Ob 15-17	Ob 18+
18D	Ob 1-15	Ob 16-18	Ob 19+
19D	Ob 1-16	Ob 17-19	Ob 20+
20D	Ob 1-17	Ob 18-20	Ob 21+

Obstacle of Test

Obstacles for Recovery

Superficial Wounds—Ob 1 Health Test

Light Wounds—Ob 2 Health Test

Midi Wounds—Ob 3 Health Test

Severe Wounds—Ob 4 Health Test

Traumatic Wounds—Ob 5 Health Test

Mortal Wound—Ob 6 Health Test

Obstacles for Treatment

Skill Tested:	Per/Agi	Field Dressing	Herbalism	Surgery
Type of Wound	obstacle			
Superficial	2	1	1	1
Light	4	2	2	2
Midi	8	4	4	3
Severe	—	—	5	4
Traumatic	—	—	6	5
Mortal	—	—	10	7

Note: Bloodletting and Apothecary use the Field Dressing obstacles, Singing of Soothing uses Herbalism, and Khirurgy uses Surgery.

Tests Required for Advancement

TYPE OF TEST:	Routine	Difficult	Challenging
Skill Exponent			
1	1 and	(1 or 1)	
2	2 and	(1 or 1)	
3	3 and	(2 or 1)	
4	4 and	(2 or 1)	
5	—	3 and	1
6	—	3 and	2
7	—	4 and	2
8	—	4 and	3
9	—	5 and	3

NUMBER OF TESTS REQUIRED

Note: Skills, Health and Steel of exponent 4 and lower require routine tests to advance. Skills of exponent 5 and higher and all stats and Faith require both difficult and challenging requirements to be filled in order to advance.

Circles

Occupation

Broad occupation/profession,
an occupation common to your circle —

Uncommon occupation,
an occupation uncommon to your circle +2 Ob

Specific occupation, an occupation
completely outside of or
unavailable to your circle +3 Ob

Station

Same station/rank —

Higher or lower rank by one iteration +1 Ob

Lowest station/rank +2 Ob

Highest station/rank +3 Ob

Place

Anywhere in the region or GM decides —

Somewhere local +1 Ob

In a specific place or player decides +3 Ob

Disposition and Character Knowledge

Disposition or knowledge common to the circle —

Disposition/knowledge different from
members of circle +1-2 Ob

A specific disposition or
detailed/rare knowledge +3 Ob

Time

Eventually or GM decides —

Soon (sometime this game session) +1 Ob

Now or player decides +3 Ob

⊕ Character Index ⊕

Name

Stock

Age

Lifepaths

Alias

Homeland

Features

⊕ Beliefs ⊕

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○)

Belief Special
(F: ○ P: ○ D: ○)

⊕ Instincts ⊕

Instinct 1
(F: ○ P: ○ D: ○)

Instinct 2
(F: ○ P: ○ D: ○)

Instinct 3
(F: ○ P: ○ D: ○)

Character Traits

⊕ Traits ⊕

Die Traits

Call-On Traits
(Describe trait and the skill it affects)

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Relationships

Relationships

Circles

Named Circles

Enemy Circles



Gear, Possessions and Property

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Stats

Will ☐ — (F) (D)
tests for advancement
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Power ☐ — (F) (D)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Agility ☐ — (F) (D)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Perception ☐ — (F) (D)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Forte ☐ — (F) (D)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Speed ☐ — (F) (D)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Stride: _____ **Mounted Stride:** _____

Attributes

Health ☐ — (F) (D)
tests for advancement
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Steel ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Hesitation ☐ —
 (Hesitation = 10 - Will exp)

Circles ☐ — (F) (D)
tests for advancement
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Resources ☐ — (F) (D)
tests for advancement
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Reputation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Reputation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Reputation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Reflexes ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Mortal Wound ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Affiliation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Affiliation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Affiliation ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Cash ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Funds/Property ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

Loans/Debt ☐ — (F) (D)
 — Routine: ○○○○ — (P)
 — Difficult: ○○○○ — (P)
 — Challenge: ○○○● —

PHYSICAL TOLERANCES GRAYSCALE

PHYSICAL TOLERANCES GRADESCALE																
Tolerance																
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
Injury	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Wound	Penalty	Obstacle Penalties	Wounded Dice	Injury Recovery	Injury Recovery	Injury Recovery
Superficial	+1 Ob/2, -1D/3*					
Light	-1D					
Midi	-2D					
Severe	-3D					
Traumatic	-4D					
Mortal	Incapacitated					

*The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is suffered, the obstacle penalty is replaced with a -1D penalty.



⊕ Artha and Epiphanies ⊕

Fate
Open-end 6s

Persona
+1D per point

Deeds
Double dice or reroll a failed dice

D

Epiphany (permanent shade shift)
3 Deeds points, 10 Persona points and 20 Fate points

Aristeia (temporary shade shift)
1 Deeds points, 3 Persona points and 5 Fate points

Skill

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

Skill

Total Artha Spent (F P D)

Skill

Total Artha Spent (F P D)

Skill

Total Artha Spent (F P D)

Skill

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

Skill

Total Artha Spent (F P D)

Skill

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

Skill

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

⊕ Notes, Spells and Other Miscellanea ⊕











⊕ Skills Being Learned ⊕

Aptitude equals 10 minus Stat:

Perception Aptitude ____ | *Will Aptitude* ____ | *Agility Aptitude* ____ | *Speed Aptitude* ____ | *Power Aptitude* ____ | *Forte Aptitude* ____

Skill Name

Aptitude Tests toward Aptitude

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⊗ Practice Log ⊗



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