



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

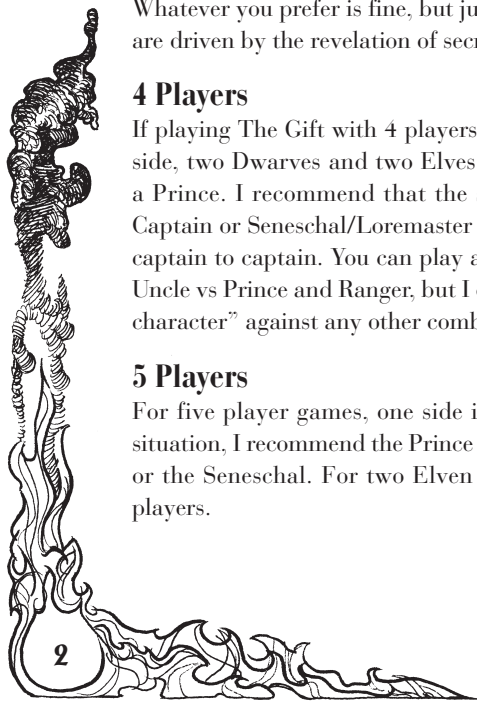
The characters in this scenario have secrets. Therefore, I prefer that the players don't share their Beliefs and their histories. I like them to come out in play. However, some groups like to get all that out on the table beforehand so they can make sure everyone gets in on the action. Whatever you prefer 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.

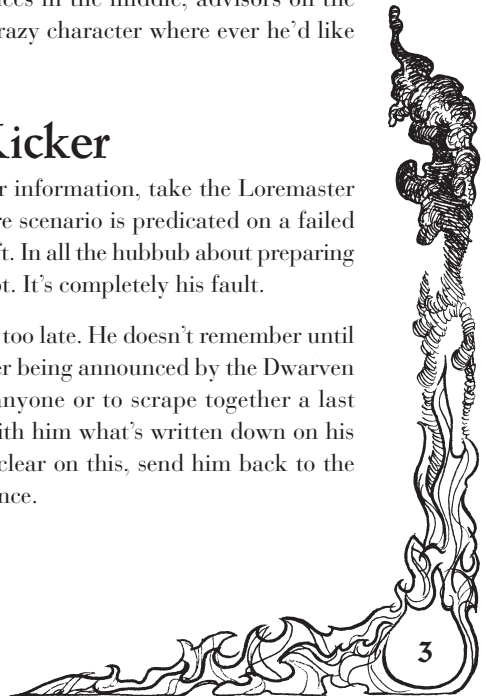
The Right Hand of the Prince

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

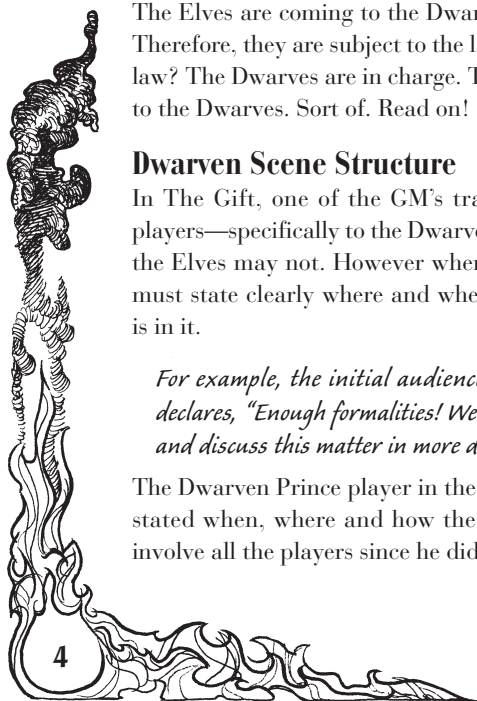
The Elves are coming to the Dwarven hall as guests and ambassadors. Therefore, they are subject to the laws of Dwarven Hospitality. The first law? The Dwarves are in charge. The second law? Everything else is up to the Dwarves. Sort of. Read on!

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.

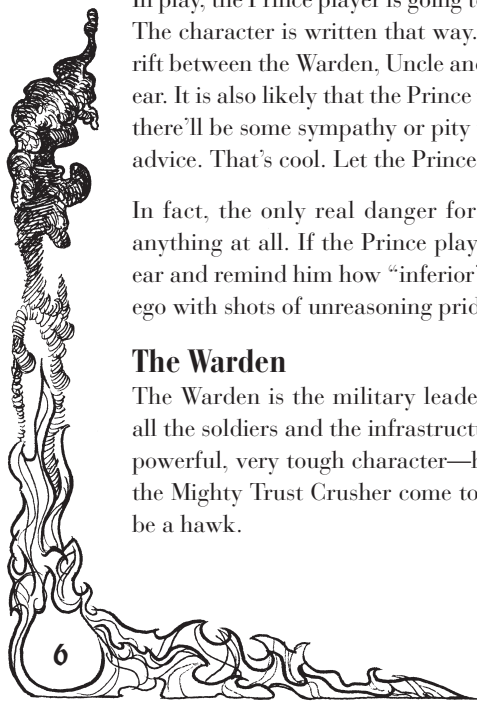
The Prince is written to be young and inexperienced. He’s not half of the character that the Seneschal and Warden are. Therefore, his player is likely going to make bad and/or bizarre decisions that the other players are going to be superficially obligated to follow. He’s the ranking noble in this situation. 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

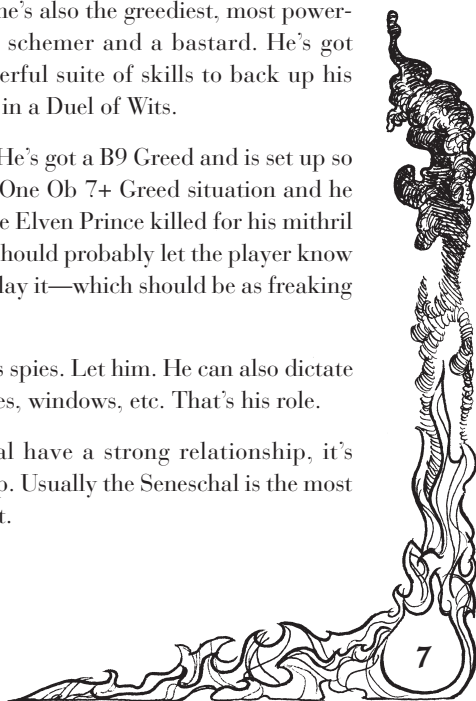
The Seneschal seems so innocuous at first. He's the head of the Prince's household: He handles all material matters outside of the military and the kitchen, which is the Uncle's province. He arranges for accommodations, tours and hospitality.

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.

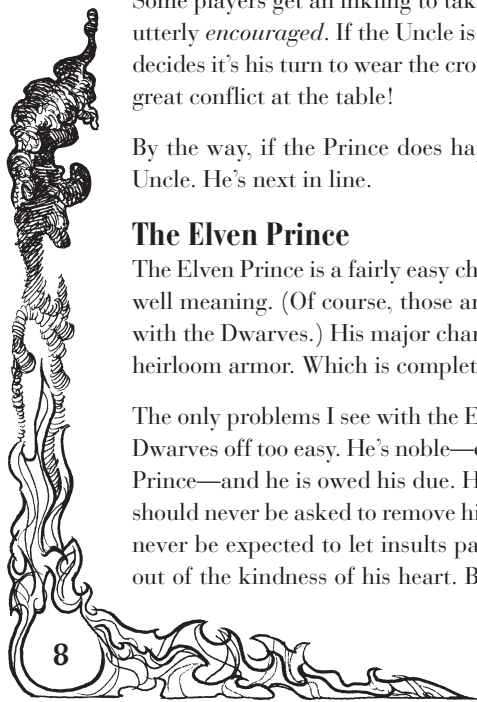
Some players get an inkling to take over with the Uncle. This should be utterly *encouraged*. If the Uncle is so fed up with all the bullshit that he decides it's his turn to wear the crown, that is going to create some really great conflict at the table!

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.

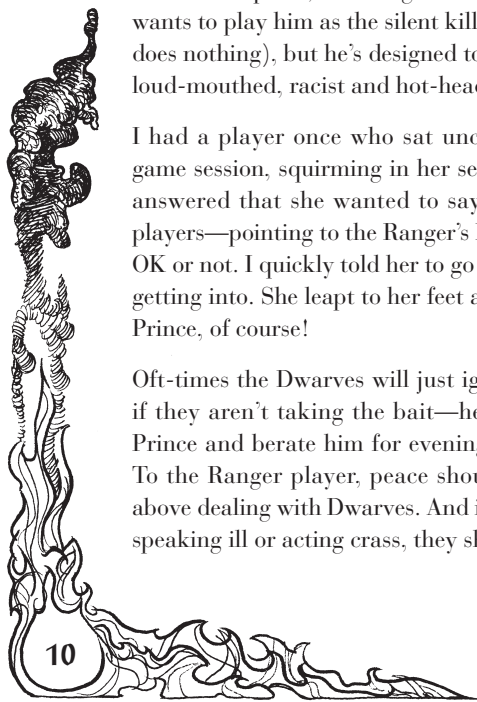
So if you see Captain just sitting by, prod him to action. Remind him, if he wants a certain course of action—whether bloodshed or peace—he's got to undertake it himself!

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 even 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.



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.

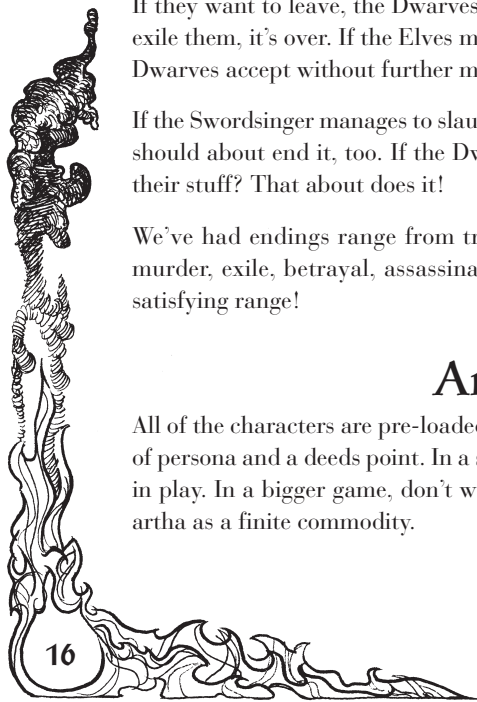
If the players can’t find any middle ground and are constantly in conflict, the GM has to push them to resolve it. Either fight it out, negotiate via a Duel of Wits or try to escape. If the Elves flee the Dwarven hold, the scenario is over. (Remember, the Elves can’t just leave because they can’t start 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.

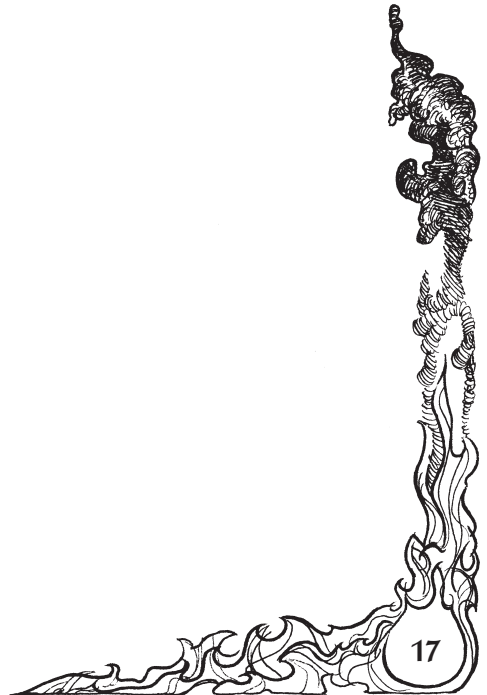
Actual Play

Have fun, and be sure to post your actual play experiences using this scenario on burningwheel.org, indie-rpgs.com or rpg.net.



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Character Index

Name prince vost Stock dwarven noble Age 166

Alias vost ibuniz Homeland Features

Beliefs

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

F: O of the clan, THE SENESCHAL IS ALWAYS
P: O RIGHT.
D: O

F: O being the prince is hard and
P: O boring. A nice gift always lightens
D: O my mood. (say this and give the
seneschal a hard look.)

Instincts

F: O when in doubt about the value
P: O of something, CONSULT WITH THE
D: O SENESCHAL

F: O IN COURT, ALWAYS USE PROPER
P: O ETIQUETTE
D: O

F: O NEVER GAMBLE WITHOUT MY LUCKY
P: O DICE
D: O

Traits

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

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
warden ferun— a stern career dwarf who knows how to run a hold!
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: O O O O
Difficult: O O O O
Challenge: O O O O

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: O O O O
Difficult: O O O O
Challenge: O O O O

Stats

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

Perception B 4
Difficult: O O O O
Challenge: O O O O

Power B 6
Difficult: O O O O
Challenge: O O O O

Forte B 6
Difficult: O O O O
Challenge: O O O O

Agility B 4
Difficult: O O O O
Challenge: O O O O

Speed B 4
Difficult: O O O O
Challenge: O O O O

Speed Multiplier: X3

Attributes

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

Steel B 6
Routine: O O O O
Difficult: O O O O
Challenge: O O O O

Hesitation 4
(Hesitation = 10 - Will exp)

greed B 6
Routine: O O O O
Difficult: O O O O
Challenge: O O O O

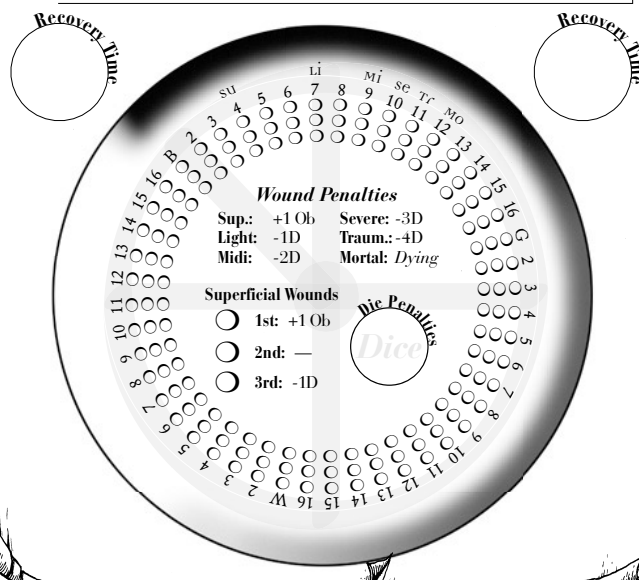
Reflexes B 4

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: O O O O Difficult: O O O O Challenge: O O O O		
sing	B 4	Routine: O O O O Difficult: O O O O Challenge: O O O O		
ARE	B 4	Routine: O O O O Difficult: O O O O Challenge: O O O O		
armor training		Routine: O O O O Difficult: O O O O Challenge: O O O O		
throwing	B 4	Routine: O O O O Difficult: O O O O Challenge: O O O O		
conspicuous	B 5	Routine: O O O O Difficult: O O O O Challenge: O O O O		
etiquette	B 5	Routine: O O O O Difficult: O O O O Challenge: O O O O		
intimidation	B 4	Routine: O O O O Difficult: O O O O Challenge: O O O O		
oratory	B 3	Routine: O O O O Difficult: O O O O Challenge: O O O O		

Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
command	B 4	Routine: O O O O Difficult: O O O O Challenge: O O O O		
games of chance	B 3	Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		
		Routine: O O O O Difficult: O O O O Challenge: O O O O		

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

_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	☐	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 AXE 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
Bare-fisted	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
D: ☐ NEED OF GUIDANCE.

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
D: ☐ an object

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: ☐ ☐ ☐ ☐

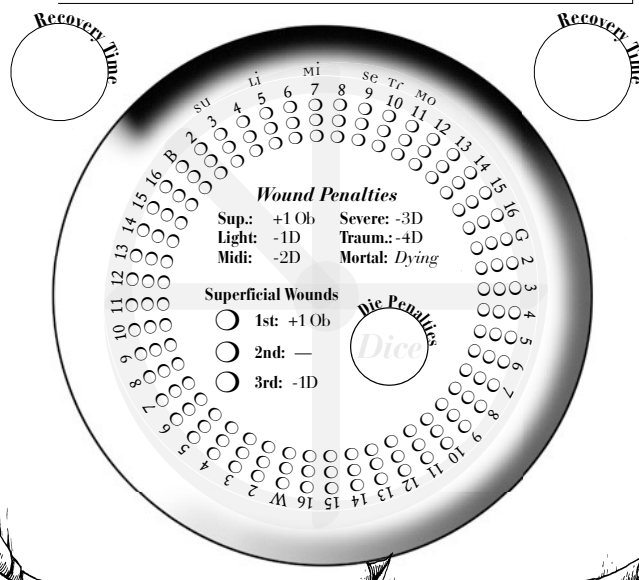
Hesitation **4**
(Hesitation = 10 - Will exp)

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

Reflexes **B 5**
Average of Per, Agt, 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: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
chronology of kings	B 2	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
estate management	G 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
etiquette	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
stentorious debate†	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
shrewd appraisal†	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
haggling	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
persuasion	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
etiquette	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

Skills

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

† 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	B	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
millar	G	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
mending	B	≥	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○●	○
_____	□	_____	Obstacle	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 RETREIVED 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
key 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	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	uncle oxen	Stock	dwarven noble	Age	267
<i>Alias</i>	oxen ibuniz	<i>Homeland</i>		<i>Features</i>	

Beliefs

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

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

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

Instincts

F: O | always play your cards close to
P: O | your chest.
D: O |

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

F: O |
P: O | keep nog handy
D: O |

<i>Alias</i>	oxen ibuniz	<i>Homeland</i>	<i>Features</i>
--------------	-------------	-----------------	-----------------

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

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

F: ☐ |
P: ☐ |
D: ☐ | keep nog handy

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

prince vost— beloved nephew who has 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.

warden ferun— tweedle dumber. ferun is the other half of the bad dwarf—violent, stubborn and a grudgebearer. He is so proud that he should poke out his eyes so the light of pride can shine through his sockets and guide him. He's blind anyway.

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

Secondary Reputation ID “he who returned the crown”

tests for advancement

— Routine: ○ ○ ○ ○
— Difficult: ○ ○ ○ ○
— Challenge: ○ ○ ○ ●

Secondary Affiliation ID friend of gothmog

Source of Income/Wealth

Cache/Loans

Debt

tests for advancement

___ Routine: ○ ○ ○ ○
___ Difficult: ○ ○ ○ ○
___ Challenge: ○ ○ ○ ●

Will B _5 *Let it Ride
Successes*

Perception G — 8Power B 5Forte B — 5Agility B—4Speed B—5

Speed Multiplier: x3

Health

B	5
---	---

*Successes*Steel B 7

Hesitation 5
(Hesitation = 10 - Will exp)

greed **B** 8

Reflexes

B

5

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

Wound B II

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

Recovery Time

Recovery Time

Wound Penalties

Sup.: +1 Ob Severe: -3D
 Light: -1D Traum.: -4D
 Midi: -2D Mortal: Dying

Superficial Wounds

○ 1st: +1 Ob
 ○ 2nd: —
 ○ 3rd: -1D

Die Penalties

Recovery Time

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LAR success
dwarven rune script	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
cooking	G 3	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
games of chance	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
stentorious singing [†]	B 6	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
drunking [†]	B 6	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
haggling	B 5	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
soothing platitudes	B 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
coarse persuasion [†]	B 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
ugly truth	B 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	Likelihood of Success
persuasion	B 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
stentorious debate†	B 2	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
stuff-wise	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
clan-wise	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
family-wise	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
guilder-wise	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
host-wise	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
observation	G 8	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○
obscure history	G 4	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	—	○

† 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

Additional Skills

shrewd appraisal [†]	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: ☐ ☐ ☐ ☐ ☐	☐

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

Practice Log

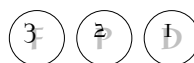
oxen has promised to save his clan from ruin. the only problem is, he's spent his entire life running from his obligations. he is the prodigal son. the perennial rebel grown old and seen his dreams flicker, flare and fall.

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 tinkercer.

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 ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Ability
Total Artha Spent ☐ ☐ ☐

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

Gear and Possessions

key o noy
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 noy 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** Stock **dwarven guild** Age **225**

ferun

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: ☐

those who spit upon my low

F: ☐ birth shall be repaid two-fold
P: ☐ for their insults.
D: ☐

Instincts

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

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

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

Traits

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

History, Circles, Reputation, Affiliations

Lifepaths born guild, word bearer,
foot soldier, banner bearer, are 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: ☐ ☐ ☐ ☐

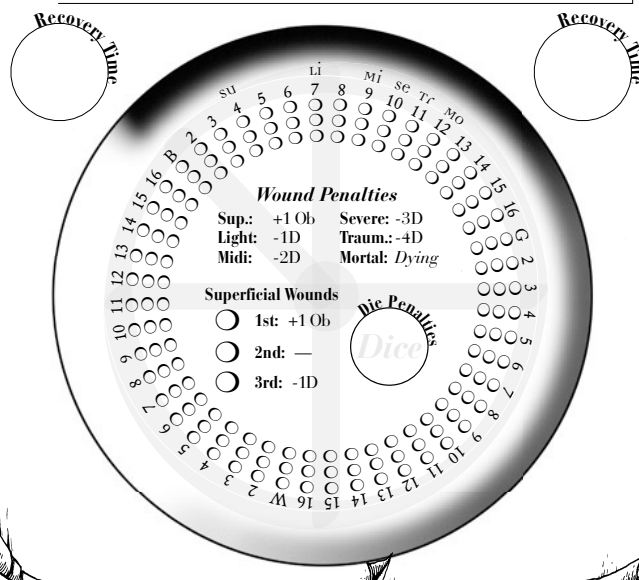
Reflexes **B 5**

Average of Per, Agt, 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 needed	Tests	LR successes
hold-wise	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
rumor-wise	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
clan history	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
oratory	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
conspicuous	G 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
banner-wise	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
intimidation	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
command	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
strategy	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

Skills

Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LR successes
cartography	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
observation	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
etiquette	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
AHE	B 6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
throwing	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
brawling	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
hammer	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
field dressing	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
links	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

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	☐ B	2	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
brass trumpet	☐ G	3	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
armor training	☐		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
shield training	☐		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
formation fighting	☐		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
	☐		Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
	☐		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-UGHT, 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 RETREIVE 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 BESOTTED 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 OCCASSION, 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	☐ 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	gray shield	

Character Index

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

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
meant to be, I will have absolution
for failing my father.
If I fail to help Prince Finrir become
who he was born to be, I must pass to
the West and bring my sorrow with me.

Instincts

F: ☐ When challenged, take the
P: ☐ defensive stance.
D: ☐ When violence is shouted for,
I speak peace.
Keep my sword in reach.

Traits

Etharchal
Cool Headed
Calm Demeanor
(C/O Steel in DoW)
Lesson of One
Feady to the Fea

Sworn to the Etharch
Mourner
World Weary

Relationships

Äonwir, Father and Master,
deceased—the embodiment of all
my dreams.
Finrir, Prince—A young Prince and a
living hope for redemption

Alitanur, Ranger—Finrir's hot-headed
childhood friend. He is the kind of Elf
I would not want beside me in battle.
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

Resources

Source of Income/Wealth _____
Cache/Loans _____
Debt _____

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

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: ☐ ☐ ☐ ☐ ☐ ☐

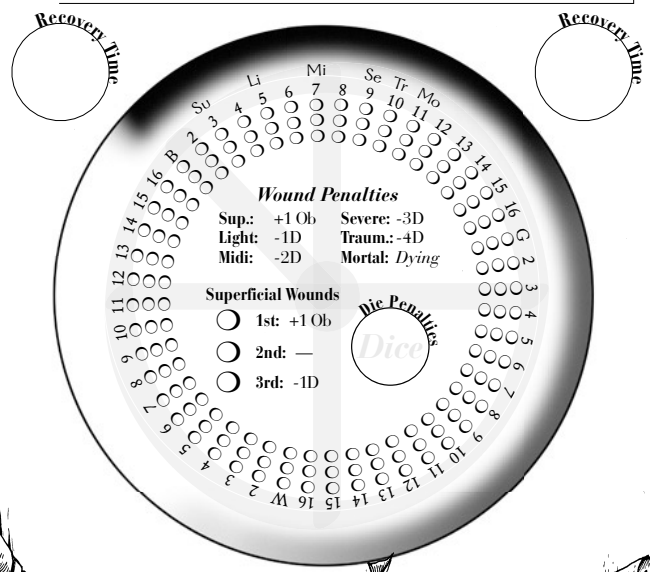
Hesitation 3/2 from surprise
(Hesitation = 10 - Will exp)

Grief **B** 9
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐ ☐ ☐

Reflexes **B** 6
Average of Per, Agt, 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
Elven Script	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Ettiquette	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Singing	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Ride	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Brawl	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Sword	G 6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Bow	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Knives	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Silent Fury ^s	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Song of the Sword ^s	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Paen of Deeds ^s	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Songs ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Lament of the Westering Sun ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Bonding ^s	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Command	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Tactics	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Oratory	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Armor	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

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* ____ | *Forté Aptitude* ____

Additional Skills

Mounted Combat	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	Obstacle	Routine: ○○○○	Difficult: ○○○○	Challenge: ○○○○	○
_____	☐	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, Riil, 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	B 2	B 4	B 6	2	-	F	
Elven Sword	B 4	B 8	B 12	2	1	S	
Elve Knife	B 3	B 6	B 9	1	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
XXXXXX ○	Head	Plated Mail	STEALTHY: +5 Ob
XXXXXX ○	Torso		PERCEPTION: ____
XXXXXX ○	Right Arm		SPEED: ____
XXXXXX ○	Left Arm		AGILITY: ____
XXXXXX ○	Right Leg		
XXXXXX ○	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.
P: ☐ 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: ☐ ☐ ☐ ☒

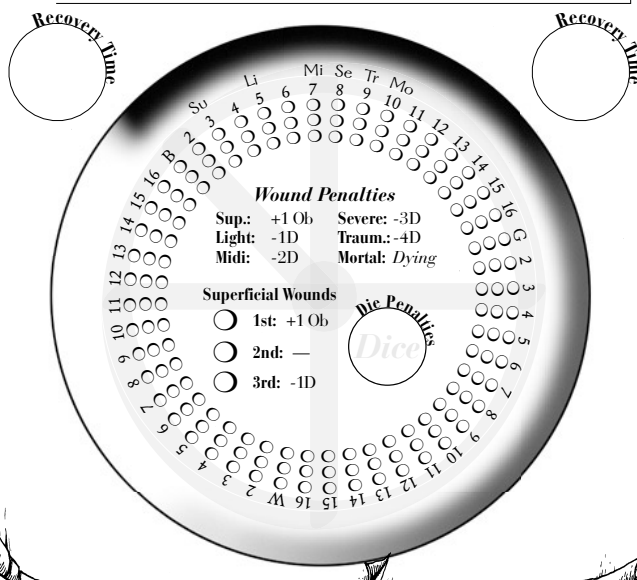
Reflexes **B** 6

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	Experience for Advancement	Tests needed	LIR successes
Elven Script	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Etiquette	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Sing	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Rhyme of Tongues ^s	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Dwarf-wise	G 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Oratory	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Calligraphy	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Song of the Citadel ^s	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Administration	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐

Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LIR successes
Etharch-wise	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Ancient History	G 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Research	G 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Ages of the Etharch ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Lyric of Law ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Ballad of History ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Lament of Mourning ^s	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Canticle of Years ^s	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐
Song of the Eldar ^s	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☒	☐ ☐ ☐ ☐	☐

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 ^s	B 3	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Song of Merriment ^s	B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Verse of Friendship ^s	B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Tract of Enmity ^s	B 4	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
Lyre	B 3	Obstacle	Routine: ○○○○ =	○
			Difficult: ○○○○ =	
			Challenge: ○○○○ =	
§ these skill songs and	□	Obstacle	Routine: ○○○○ =	○
spell songs are open-ended	□		Difficult: ○○○○ =	
			Challenge: ○○○○ =	

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 elflands, learning their customs and documenting their lives. Due to his acumen, he has been chosen as tutor and advisor for Prince Finir. 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 Finir's journey to the Ibunith Hold to strengthen bonds of friendship between the new Prince Vost and the elven people. The Loremaster is acquainted with this history of the Ibunith 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	B 2	B 4	B 6	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 **Finrir son of Fanrir** Stock **Elven Etharch** Age **275**

Alias _____ Homeland _____ Features _____

Beliefs

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

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

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

Instincts

F: ☐ When questioned, assert my
P: ☐ birthright and rank.
D: ☐

F: ☐ Always use the strictest
P: ☐ etiquette
D: ☐

F: ☐ When otherwise unoccupied,
P: ☐ care for my armor.
D: ☐

Traits

Elven common traits, plus Fealty to the Fea
Etharchal 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 Riena— sister, hateful An expert in etiquette and Dwarvish
Eonwë, Captain— my stoic and affairs.
trusted bodyguard. His arm is strong, Alitanur, Ranger— Old friend and
but his soul is fragile. confidante.

History, Circles, Reputation, Affiliations

Lifepaths Born Etharch, Attendant
Second, Sword Singer, Prince

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

Primary Reputation Inexperienced Prince, 2D

Primary Affiliation Prince of the Souther Elves, 2D

Secondary Reputation

Secondary Affiliation Elven Etharch, 1D

Resources

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

Resources **B** 7 *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 **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: ☐ ☐ ☐ ☐

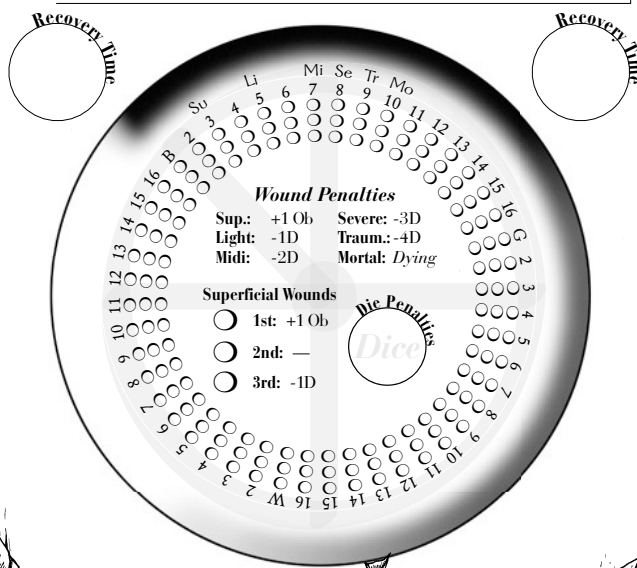
Reflexes **B** 6

Average of Per, Agt, 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	LR successes
Elven Script	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Etiquette	B 6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Singing	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Oratory	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Persuasion	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Command	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Ride	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Brawl	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Sword	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

Skills

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Bow	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Bonding§	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of the Sword§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Lordship§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Voice of Ages§	B 6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Mounted Combat		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Armor		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
§ these skill songs and spell songs are open-ended		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

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

_____	☐	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○○ ● =	○
_____	☐	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○○ ● =	○
_____	☐	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○○ ● =	○
_____	☐	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○○ ● =	○
_____	☐	Obstacle: Routine: ○○○○ = Difficult: ○○○○ = Challenge: ○○○○ ● =	○
_____	☐	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: Eonwë the Grim, renowned sword singer and the prince's personal bodyguard; Alitanür, a Ranger and the prince's way-guide on the mission. Alitanür 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
Bare-fisted	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
P: ☐ people and to ensure the protection of
D: ☐ their purity and grace.

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

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

Instincts

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

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

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

Traits

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

Relationships

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

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

Cache/Loans

Debt

Resources **B** 0 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** 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: ☐ ☐ ☐ ☐

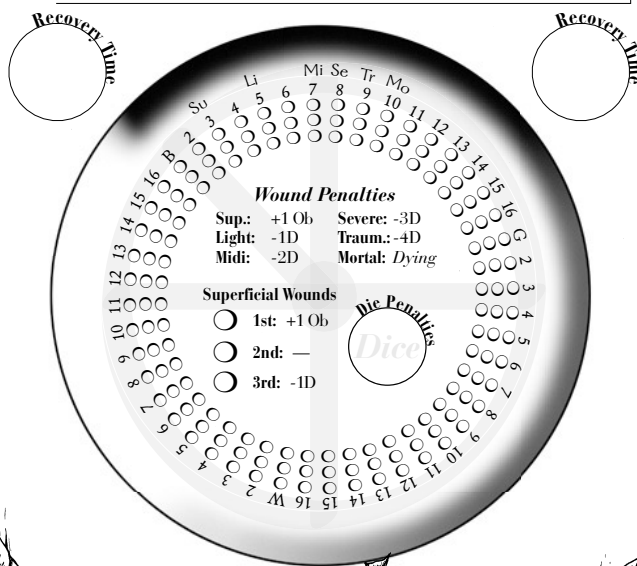
Reflexes **B** 6

Average of Per, Agt, 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	LR successes
Sing	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Herb-wise	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Bow	B 6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Stealthy	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Observation	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Sprinting	☐	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Persuasion	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Brawling	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Soothing§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

Skill Name	Shade/Exponent	Experience for Advancement	Tests needed	LR successes
Rhyme of the Gatherer§	B 3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Song of Paths and Ways§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Air of Gates§	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Call of the Wild§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Rhyme of the Pathfinder§	B 4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
Threne of the Chameleon§	B 5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐
§ these skill songs and spell songs are open-ended	☐	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐

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** ____ | **Forté Aptitude** ____

Additional Skills

_____	☐	Obstacle	Routine: ○○○○ =	○
_____	☐	Obstacle	Difficult: ○○○○ =	○
_____	☐	Obstacle	Challenge: ○○○○ =	○
_____	☐	Obstacle	Routine: ○○○○ =	○
_____	☐	Obstacle	Difficult: ○○○○ =	○
_____	☐	Obstacle	Challenge: ○○○○ =	○
_____	☐	Obstacle	Routine: ○○○○ =	○
_____	☐	Obstacle	Difficult: ○○○○ =	○
_____	☐	Obstacle	Challenge: ○○○○ =	○
_____	☐	Obstacle	Routine: ○○○○ =	○
_____	☐	Obstacle	Difficult: ○○○○ =	○
_____	☐	Obstacle	Challenge: ○○○○ =	○

Practice Log

Alitanur is a Wilder Born half-elf. His father serves as one of the Etharch's Huntsman. Growing up around the Feâ 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 the 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		