



The Heist

The Heist is a Burning Wheel scenario about betrayal and trust. It involves nineteen characters, all Roden. The characters represent one “nest.” They’re all related in some way—cousins, brothers, husbands, wives, etc. However, all of the characters have their loyalties divided along different lines. There are factions within the family. The game plays out as those lines surface and are broken or break through the overall bonds of family.

Family, obviously, is one of the core conceits for this scenario. Exploring the bonds therein, pushing the limits of what’s acceptable; that’s what the game is about. It’s likely the players will care about the various other characters at least enough to talk to them before offing them. Outright, bloody violence is fine and dandy, but it won’t mesh well with the Beliefs and numbers provided for the characters. We’re all one big, happy family, right? Not for long.

The following information is intended for the GM. Players are welcome to read it, but they must let everyone know that they read the adventure set up before play.

The Set Up

That Which is Below

When beginning this scenario, I let players know that they’ll be playing a nest of Roden living beneath a decaying and decrepit human citadel. The Roden refer to where they live as, “Below.”

The citadel is run by a powerful magocracy. Should the vile sorcerers discover the Roden, the furry little family would be wiped out by scourging fires in an instant. Therefore, we gotta keep it quiet, you know?

So a few people disappear here and there. A few warehouses collapse, sure. But things like that are bound to happen in such a vast city, right? The Boss keeps things moving, Sweek and The Brain keep the ideas coming.

Handing Out Characters

When giving out characters, I tell everyone generally what's on offer: The bosses, the middle-tier and the workers. Then I start by offering The Boss, Swiker, first. "Who wants to be the boss?" Then Sweek. Then I offer out the workers—Scratchers, Scavengers, Snitches, and spies. Then I go back to the middle management—Grista, The Brain, and company. Finally, I offer up Kuul Fieldwalker as "the mysterious stranger."

Secrets

Most characters in this scenario have secrets. I prefer that the players don't share their Beliefs and their histories here. 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.

The main secret is that Sweek, Grista, Krim, Sweesh and Shin are all members of a hidden cult in the ranks of the nest. They are trying to convert everyone to their side. And they're trying to do so via an elaborate (and very rat-like) plan.

4 Players

If playing the Heist with four players, I recommend using Swiker, Sweek, Grista and either Squee or The Brain. The conflict centers around leading the boss into the trap.

6 Players

If playing with six players, I recommend using Swiker, Sweek, Grista, Moosh, Thack and Kuul. The conflict centers around the appearance of this mysterious stranger, and who shall lead the nest after his identity is revealed.

8 or 10 Players

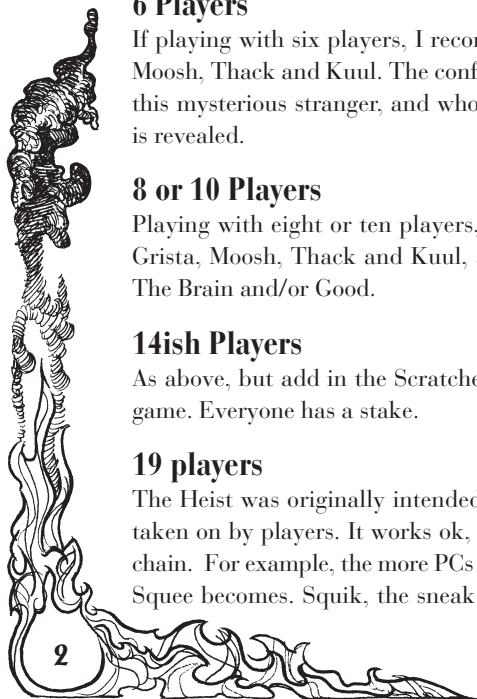
Playing with eight or ten players, I recommend using Swiker, Sweek, Grista, Moosh, Thack and Kuul, and throwing in Shin, Pinky, Squee, The Brain and/or Good.

14ish Players

As above, but add in the Scratchers and the Scavengers. This is a fun game. Everyone has a stake.

19 players

The Heist was originally intended to be played with all 19 characters taken on by players. It works ok, but there are some weak links in the chain. For example, the more PCs that are in the mix, the less important Squee becomes. Squik, the sneak thief, is a weak character and often





gets frozen out, if the player doesn't just completely turtle. Sweesh never seems to ever want to blow anything up. And Fink just ends up causing trouble, but not really contributing to the overall conflict. Having run the game a number of times, I prefer to leave these characters out.

If you are going to try to play it full on, take note of these deficiencies. Hell, I'd even tell the players about them before they take their characters. That way, they can try to compensate in game—rather than just feeling frustrated and lost.

Read the Beliefs

Read over the characters' Beliefs. There's a lot of them, sure. But you have to familiarize yourself with the various goals at play. The conflict of this scenario is contained in the Beliefs of the characters. There are one or two twists, but they exist only to turn the heat up on the Beliefs.

The Deal

Some of the more involved or more complex characters have a paragraph or two on their character sheets detailing back story or additional set up. Make sure the players read this stuff and, of course, make sure you read it!

The Hook

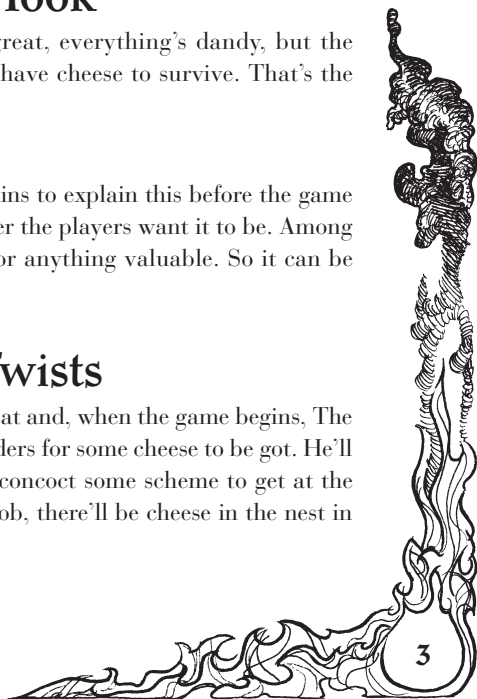
There is no cheese. Everything's great, everything's dandy, but the cheese has run out. The nest must have cheese to survive. That's the hook. What do you do?

Cheese

Cheese is no one set thing. I take pains to explain this before the game gets too far along. Cheese is whatever the players want it to be. Among the Roden, "cheese" is just slang for anything valuable. So it can be food, loot or even power.

The Twists

So everything's fine, everything's great and, when the game begins, The Boss is going to start handing out orders for some cheese to be got. He'll likely tap Sweek and The Brain to concoct some scheme to get at the latest stash. With those two on the job, there'll be cheese in the nest in minutes, right?



Rise Up!

Skitch and Scratch, the Scratchers, are set up to revolt against the bosses from the get-go. They're not going to work for no pay anymore. It's likely that the players will either refuse to work, or do the work for the bosses, but start plotting against them.

The Cult of the Below

The protests from the workers creates ideal conditions for Sweek and his cultists to move in and turn them. If Sweek can turn the workers to his side, he'll control a majority of the nest's workforce. He can then force the Boss to get the work done himself. Perfect!

Of course, that all has to be done in secret. Because a good cultist never reveals himself until he's completely taken over, right?

The Mysterious Stranger

Have Kuul's player sit back for a few minutes and take stock of the situation as the conflict develops. He's literally waiting in the wings. When he comes in, don't let him come in quietly. Make sure he comes in with a grand entrance. He is, after all, a complete freak of nature—albino, ancient, most holy bad-ass rat!

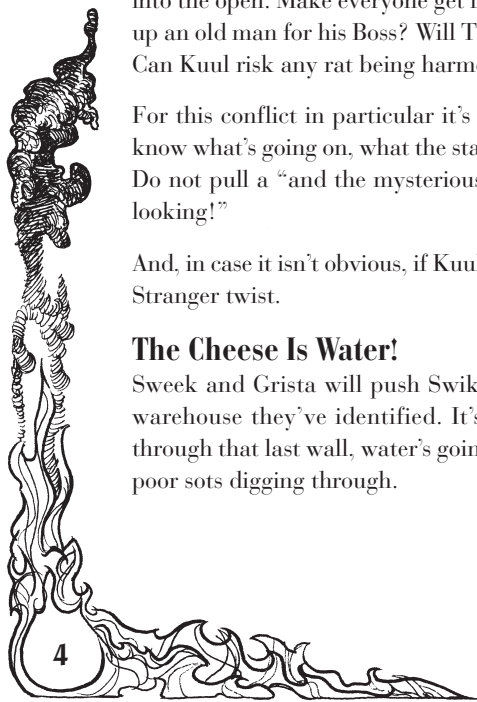
Once he's in the thick of it, Kuul's going to confront The Boss and The Boss is going to try to have Kuul whacked. Force their confrontation out into the open. Make everyone get involved. Is Squee really going to beat up an old man for his Boss? Will Thack let his saviour be treated badly? Can Kuul risk any rat being harmed, when one of them is his son?

For this conflict in particular it's very important to be let each player know what's going on, what the stakes are and how they can participate. Do not pull a “and the mysterious stranger is killed while you weren't looking!”

And, in case it isn't obvious, if Kuul isn't in play, don't use the Mysterious Stranger twist.

The Cheese Is Water!

Sweek and Grista will push Swiker—through their agents—to raid a warehouse they've identified. It's a trap. Once the Scratchers break through that last wall, water's going to come pouring out and drown the poor sots digging through.





This is a delicate matter to play out. It makes a great surprise ending, or a terrific mid-game twist, but either way, you've got to build up to it. Make sure everyone's on board when the digging/tunnelling commences. Make sure Sweek's had enough time to arrange things. And if the Scratchers go and spring the trap prematurely—they secretly dig into the location, for example—make sure they come back half-drowned, howling: "The cheese is water!" (Translation: "It's a trap!") In other words, if the trap is sprung by The Boss or in his presence, those characters are drowned. If the trap is accidentally sprung, those players should come scurrying back pointing fingers.

There's no getting around the trap. There's no sneaking in from upstairs, finding the warehouse on the surface, no digging around, nothing. You know why? Because there's no warehouse, no cheese, nothing but the trap. So either they discover it's a trap and turn back or spring it and get whammered.

Playing the Heist

The Starting Positions

Everyone starts together, in the nest. It's acceptable to get up and talk privately, but the GM should be constantly herding players back to the table and grilling them: "What are you doing? Who are you talking to? Why?!"

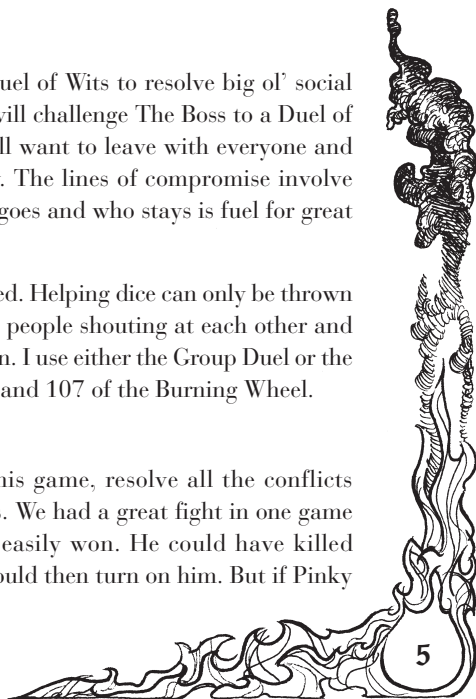
Social Conflict Resolution

Don't forget that you can use the Duel of Wits to resolve big ol' social conflicts. Often, in the Heist, Kuul will challenge The Boss to a Duel of Wits over breaking the nest up. He'll want to leave with everyone and the Boss will want everyone to stay. The lines of compromise involve some going and some staying. Who goes and who stays is fuel for great conflict—because we're all family.

In the big Duels, get everyone involved. Helping dice can only be thrown in if you roleplay. Get a group of 19 people shouting at each other and throwing down dice and it's pretty fun. I use either the Group Duel or the Unscripted Duel rules on pages 106 and 107 of the Burning Wheel.

Versus Tests

Especially in the big versions of this game, resolve all the conflicts with simple versus tests. Even fights. We had a great fight in one game between Pinky and Thack. Pinky easily won. He could have killed Thack, but he knew that the nest would then turn on him. But if Pinky



Burning Wheel Demo Scenario

didn't kill Thack, the Bruiser was just going to keep coming. So, Pinky's player elected to smash Thack's sword arm, rather than kill him. And then Thack elected to shoot Pinky down with his crossbow. All resolved in two rolls!

Violence

As I mentioned in the Versus Tests section above, don't focus on violence in this game. Use the Simple Martial Conflict rules on page 139 of the Burning Wheel and then move on. This particular scenario is not about fighting at all.

Middle Management

Grista and Squee, in particular, have it really tough in this scenario. They are caught between rebellious underlings and tyrannical bosses. Don't let their players bail on the conflict. Encourage them to get in there and fight for their side. If they don't participate, their side will lose. It's that simple.

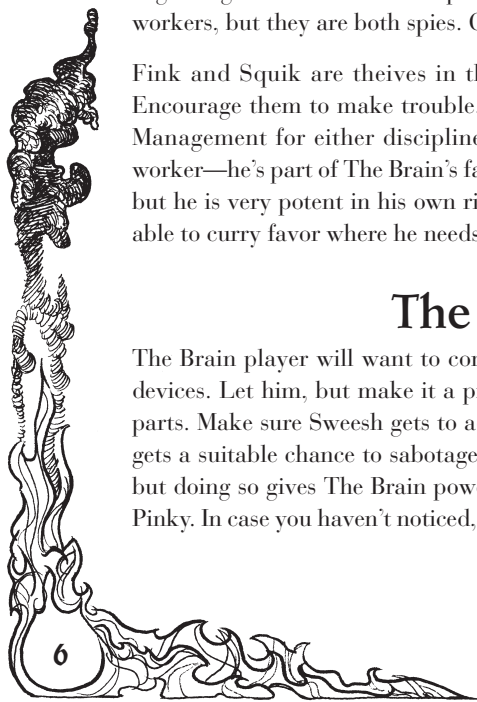
The Workers

Skiff, Scoff, Skitch and Scratch make up the body of the workers. Skitch and Scratch should be encouraged to start agitating from the very beginning. Skiff and Scoff will probably join in. Good and Shin pose as workers, but they are both spies. Good for The Boss, Shin for Grista.

Fink and Squik are thieves in the rabble. They can go either way. Encourage them to make trouble. Then point them out to the Middle Management for either discipline or conversion. Sweesh is a special worker—he's part of The Brain's faction, but he's also a spy for Grista—but he is very potent in his own right. As a bomb-maker, he should be able to curry favor where he needs it.

The Brain

The Brain player will want to construct various insane machines and devices. Let him, but make it a process. Involve the Scavengers to get parts. Make sure Sweesh gets to add a flamethrower and everyone else gets a suitable chance to sabotage it. This may seem counter-intuitive, but doing so gives The Brain power—it gives him a reason to dispatch Pinky. In case you haven't noticed, Pinky is a terror. He is easily a match





for the Bruisers. By keeping Pinky close and in control, the Brain controls a powerful faction of three—himself, Sweesh and Pinky—who can tip the balance of nearly any conflict.

The Twins

It's not terribly explicit in the character write-ups, but Swiker and Sweek are fraternal twins. They look similar, but not exactly the same. They are both Kuul's son. Kuul's vision is a direct relation from Aecer that one son will attempt to kill the other. Of course, Kuul doesn't know that at the beginning of the game.

The really tough thing here, for the GM, is to hint to Kuul that both Swiker and Sweek are his sons, but not to do so too soon or too heavily-handedly. Remind Sweek and Swiker that they are brothers—born of the same mother. Tell them, when it comes up, that they never knew their father.

As Kuul gets increasingly frustrated and as the rats get more and more violent, remind him that one of these creatures is his son! And until he can determine who it is, no one can be harmed or exiled or anything.

Faith and the Roden

Before playing this scenario, it's best to review the Roden Faith rules on page 125 to 130 of the Monster Burner and the Faith rules in general on page 230 to 235 in the Burning Wheel. Kuul and Sweek have Faith. Kuul has the standard Faithful trait—very powerful. Sweek has the slightly less powerful Visionary Faith trait. That means he can only affect himself or characters with Beliefs that pertain to his cult or his worship.

Conversion

Converting another Roden in the game requires a Duel of Wits. The loser, depending on the compromise, will probably have to change a Belief or two. Faithfulness is meaningless without a Belief to back it up.

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 End

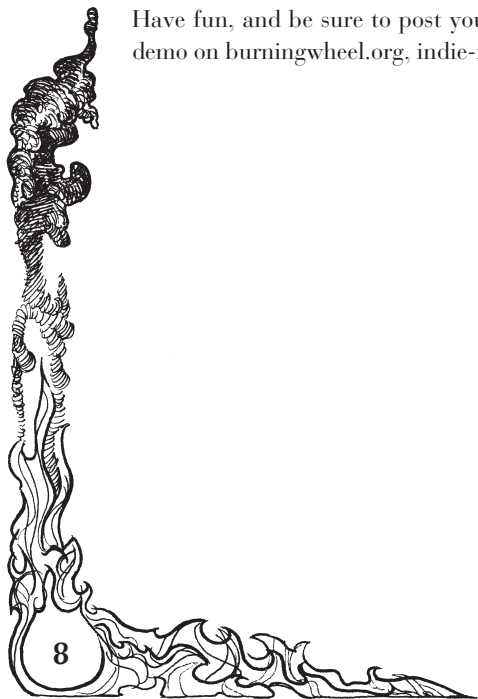
This scenario ends when Kuul leads the majority of the Roden away, Sweek takes over or The Boss is killed in the trap. You're welcome to play on after that, but the BITs for the characters were only meant to conflict on those three main outcomes. You are welcome, of course, to change them and play on based on the outcome of your particular game. Maybe Sweek takes over and builds his cult so that he might challenge the sorcerers for control of the city? Maybe Swiker manages to put down his challengers but now has to make sure his weakened clan survives against the depredations of other nests? Perhaps Kuul manages to lead his sons to the promised land, but the Priests of Aecer won't have them back?

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. If the players need something in the nest or down in the tunnels, let them have it. If there's conflict surrounding it, call for Tunnels-wise or Below-wise tests.

Actual Play

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



Character Index

Name **SWEESH** Stock **RODEN** Age **23**
BELOW

Alias **Apprentice** Homeland Features

Beliefs

F: ☐ Only the Visionary knows
P: ☐ the truth and what must be
D: ☐ done about it.

F: ☐ BURN!! THE WORLD SHALL
P: ☐ BURN—BE CLEANED BY MY
D: ☐ LOVELY FIRE!

F: ☐ The brain has been kind to
P: ☐ me—he must be converted,
D: ☐ not eliminated!

Instincts

F: ☐ Do what the Visionary says.
P: ☐ Do what the Visionary says.
D: ☐ Do what the Visionary says.

F: ☐ Do what the brain asks.
P: ☐ Do what the brain asks.
D: ☐ Do what the brain asks.

F: ☐ Keep fire handy at all
P: ☐ times.
D: ☐ times.

Traits

Acier's Likeness
Coat of Fur
Communal
Enlarged Incisors
Quick-Blooded
Tail

Large Ears
Packrat
Skittish

Tunnel Vision
Skulking
Pyromaniac
Broken

Relationships

Swiker—Mastermind. He's kind of a dick. Skin—Cult spy. He poses as a scavenger.
Sweesh—Most blessed visionary who shall lead us from the darkness.
Grista—She's Sweesh's spy, but she's Swiker's girl. Very dirty pool!
Krim—Cult murderer. He poses as a Bruiser. Don't cross him!
Pinky—The biggest wart on my ass.
Thack—Dangerous Bruiser—just returned.
Scoff—A scavenger. Helps us find things.
Squee—Mastermind's kidnapper. Stay clear of him!
Fink—Squee's rival

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET, APPRENTICE, INITIATE, ARSONIST**

Circles **B 1** Let it Ride
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
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **B 3** Let it Ride
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 5(6)**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 5**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

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

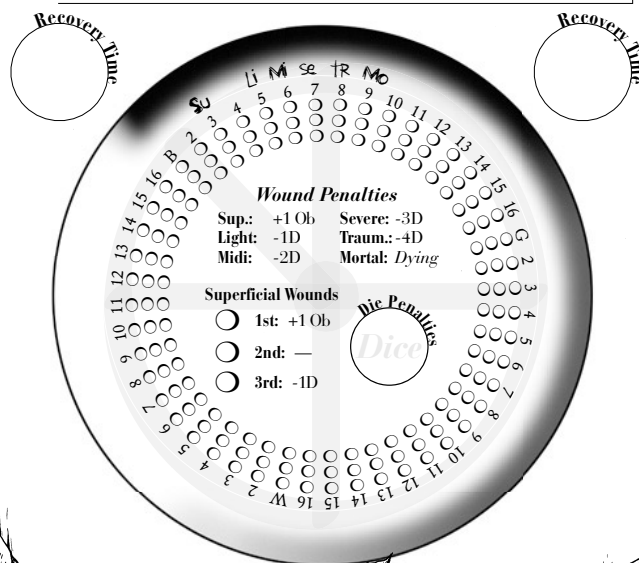
Hesitation **B**
(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Reflexes **B 5**
Average of Per, Agt, Spd
Ref advances as the stats do.

Mortal Wound **B 7**
Average of Power and Forte (plus 6).
MW advances as the stats do.

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

BRAWLING

B 1

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

MENDING

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

DOCTRINE

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

FIREBUILDING

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

FIREBOMBS

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SOOTING PLATITUDES

B 1

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

THROWING

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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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: ○○○● =	○
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Practice Log

Artha and Epiphanies

3 2 4

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)

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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

SOME BURNED COVERALLS AND A GREASE-SMEARED APRON, A CASE OF SIX SMALL FIRE BOMBS, A METAL TOOLKIT (SECRETLY FULL OF THE INGREDIENTS NECESSARY TO MAKE FIREBOMBS).

YOU ARE A MEMBER OF THE SECRET SOCIETY. SWEET IS YOUR SPIRITUAL LEADER AND GUIDE. YOU ARE THE CULT'S ARSONIST. YOUR COVER IS THAT YOU ARE THE BRAIN'S COMPETENT APPRENTICE. REVEAL THIS TO NO ONE EXCEPT THOSE YOU KNOW TO BE IN THE CULT!

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	☐	☐	☐	2	-	F
Teeth	2	4	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 **THE BRAIN**

Stock **RODEN**

Age **35**

BELOW

Alias **DR. MR. THE BRAIN/Homeland**

Features

Beliefs

F: ☐ I'M A GENIUS, OBVIOUSLY I'M
P: ☐ DESTINED TO TAKE OVER THE
D: ☐ WORLD! THE WORLD!!!!!!

F: ☐ THE SCAVENGERS ARE ALWAYS
P: ☐ HIDING SOMETHING! THEY MUST
D: ☐ GIVE WHAT THEY FIND TO ME!

F: ☐ "...AND IF THAT DOESN'T WORK,
P: ☐ WE'LL BUILD A BIGGER ONE!"
D: ☐

Instincts

F: ☐ ALWAYS TRY AND TAKE OVER
P: ☐ THE WORLD
D: ☐

F: ☐ ALWAYS GIVE PINKY A
P: ☐ CHANCE.
D: ☐

F: ☐ NEVER WORK CAREFULLY—
P: ☐ ALWAYS WORK QUICKLY!
D: ☐

Traits

ACER'S LIKENESS

LARGE EARS

TUNNEL VISION

COAT OF FUR

PACK RAT

IMPERSONAL

COMMUNAL

SKITTISH

SKULKING

ENLARGED INCISORS

CALLOUS

QUICK-BLOODED

PRACTICAL (C/O)

TAIL

GENIUS (C/O)

Relationships

PINKY—INCOMPETENT YOUNGER BROTHER.
WHAT CAN YOU DO?

SWEET—A MANIPULATIVE RAT. NOT TO BE
TRUSTED...BUT HE OFTEN CAN PROVIDE THE
GOODS. (SWIKER'S BROTHER)

SWEESH—YOUNG AND PROMISING ASSISTANT.

SHIFF AND SCRATCH—MY SCAVENGERS.

SWIKER—COUSIN AND BENEFACTOR.

FINK AND SQUIK—TWO LITTLE THIEVES THAT
ARE GOOD AT PROCURING THINGS.

MASTERMIND OF THE NEST.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

KIDNAPPER, SHITCH, SAWBONES.

THE BRAIN

Circles **B 1** Let it Ride
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation **1D Rep—THE BRAIN!**

Primary Affiliation **1D — SWIKER'S NEST**

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **B 2** Let it Ride
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **B 3**

Let it Ride
Successes

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 6(7)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **B 3**

Let it Ride
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **B**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

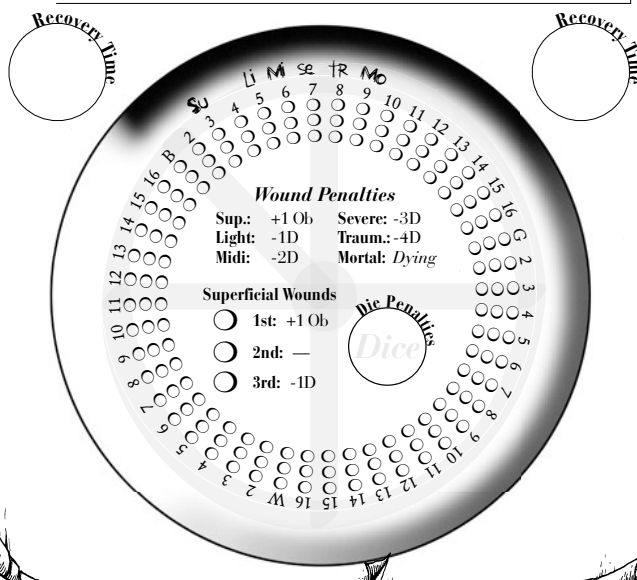
Reflexes **B 5**

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

Mortal
Wound **B 9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Inconspicuous **B 1**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Brawling **B 2**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Soothing Platitudes **B 1**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Knots **B 2**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Field Dressing **B 3**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Apothecary **B 3**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Surgery **B 3**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Poisons **B 4**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Read **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Skill Name

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Write **B 2**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Strategy **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Logistics **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

History **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Engineering **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Obscure History **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

Research **B 5**

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

☐

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

☐

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

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

Practice Log

Artha and Epiphanies

3 2 4

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

A WORKSHOP, SURGEON'S TOOLS, A BRIGHT WHITE SUIT

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	☐	☐	☐	2	-	F
Teeth	2	4	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 **MOOSH**

Stock **RODEN**

Age **17**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ They're my family and
P: ☐ Nothing's going to change
D: ☐ that. Better to love 'em,
since I can't leave 'em.
F: ☐ My dad talks nice, but he
P: ☐ ain't nice. He never gives
D: ☐ the bruisers a good cut.
F: ☐ I gotta keep everyone in
P: ☐ line and I don't appreciate
D: ☐ back-talk!

Instincts

F: ☐ Keep crossbow loaded and
P: ☐ ready.
D: ☐ Never use my sword on
P: ☐ Roden.
D: ☐ If hit, hit back harder.

Traits

Acer's Likeness
Coat of Fur
Communal
Enlarged Incisors
Quick-Blooded
Tail

Large Ears
Packrat
Skittish

Tunnel Vision
Skulking
Greedy
Mean
Abused

Relationships

SWIKER— My dad he's a dick.
SWEER— Dad's brother. Sweet-talker.
GRISA— Mom.
THACK— Big brother. Real strong.
Real mean. Just got back from a
few years on walkabout.
KRIM— Really dangerous bruiser.

PINKY AND THE BRAIN— They might explode.
SHIN— Younger cousin. Thack's friend.
SCRATCH— Think's he's a tough guy;
think's he'd make a good bruiser.
SQUIK— He'll steal your mother's pants.
FINK— He'll lift your last penny.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**
SCAVENGER, BRUISER

Circles **B 1** 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 2** Let it Ride
Successes
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 5(6)**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 5**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

Steel **B 6**
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

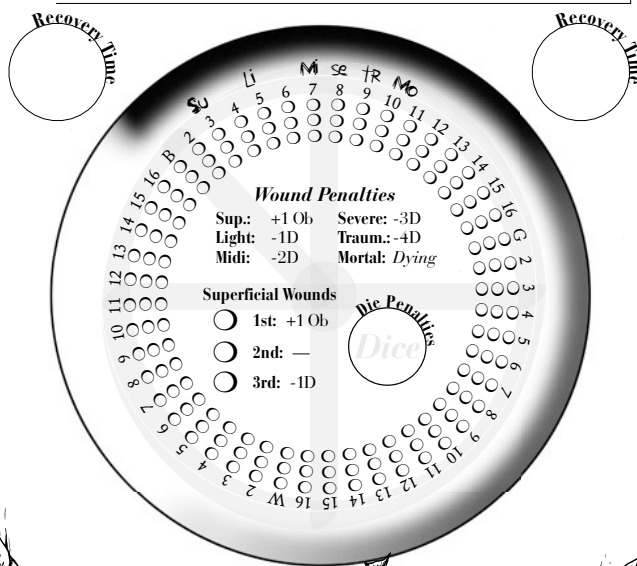
Reflexes **B 4**

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



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

BRAWLING

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

INCONSPICUOUS

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

INTIMIDATION

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SWORD

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

CROSSBOW

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SHIELD TRAINING

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

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

Practice Log

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

Sword in a ragged scabbard, a knife tucked into his belt, a small wooden shield, a well-oiled crossbow, a dozen bolts, and a stolen human soldier's uniform.

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	☐	_____	☐	_____	2	-	F
Teeth	☒	3	☒	6	☒	7	2
Sword	☒	4	☒	8	☒	12	2
Knife	☒	3	☒	6	☒	9	1

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	_____	
XX○○○	Shield	Wooden	

Character Index

Name **Fink**

Stock **RODEN**

Age **17**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ **Get the BOSSES OFF MY BACK.**
P: ☐ **BRAIN IS CRAMPING MY STYLE.**
D: ☐ **GOTTA SEE THAT HE GETS GOT.**

Instincts

F: ☐ **ALWAYS PICK A POCKET WHEN ONE IS AVAILABLE.**
P: ☐ **ONE IS AVAILABLE.**
D: ☐ **ONE IS AVAILABLE.**

F: ☐ **MUST. SCORE. BIG. NOW.**
P: ☐ **MUST. SCORE. BIG. NOW.**
D: ☐ **MUST. SCORE. BIG. NOW.**

F: ☐ **When CAUGHT, SMILE. "AW SHUCKS" AND Give it up.**
P: ☐ **When CAUGHT, SMILE. "AW SHUCKS" AND Give it up.**
D: ☐ **When CAUGHT, SMILE. "AW SHUCKS" AND Give it up.**

F: ☐ **SQUEE'S GOT A NICE, CUSHY JOB PERHAPS HE COULD BE "PERSUADED" TO Give it up.**
P: ☐ **SQUEE'S GOT A NICE, CUSHY JOB PERHAPS HE COULD BE "PERSUADED" TO Give it up.**
D: ☐ **SQUEE'S GOT A NICE, CUSHY JOB PERHAPS HE COULD BE "PERSUADED" TO Give it up.**

F: ☐ **ALWAYS BE INCONSPICUOUS.**
P: ☐ **ALWAYS BE INCONSPICUOUS.**
D: ☐ **ALWAYS BE INCONSPICUOUS.**

Traits

ACER'S LIKENESS
COAT OF FUR
COMMUNAL
ENLARGED INCISORS
QUICK-BLOODED
TAIL

LARGE EARS
PACKRAT
SKITTISH

TUNNEL VISION
SKULKING
GREEDY
LIGHT TOUCH (C/O)
COCKY

Relationships

SWIRLER—THE BOSS. HE AIN'T SO BAD.
SWEENEY—THE NEST'S FACE-MAN. BOSS' BROTHER. BUT STILL A BOSS.
THE BRAIN—THE INSANE-O-BOSS WHO'S ALWAYS TAPPING MY STASH.
GRISTA—BOSS' GIRL. SO BEAUTIFUL.
SHIN—STRANGE BIRD. NERVOUS.

KRIM, THACK AND MOOSH—BRUISERS: DO NOT GET CAUGHT BY THEM!
SQUIK—THE COMPETITION. BUT THE KID'S GOT SKILLS.
SKITCH, SCRATCH, SNIFF AND SCOFF—PENNY-ANTE POPES.
SQUEE—SWORN ENEMY. THE WORST OF THE WORST CAUGHT ME PINCHING HIS STUFF!

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**
SCAVENGER, FINGERS

Circles **B 1** *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 3** *Let it Ride Successes*
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 5(6)**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 5**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

Steel **B 4**
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

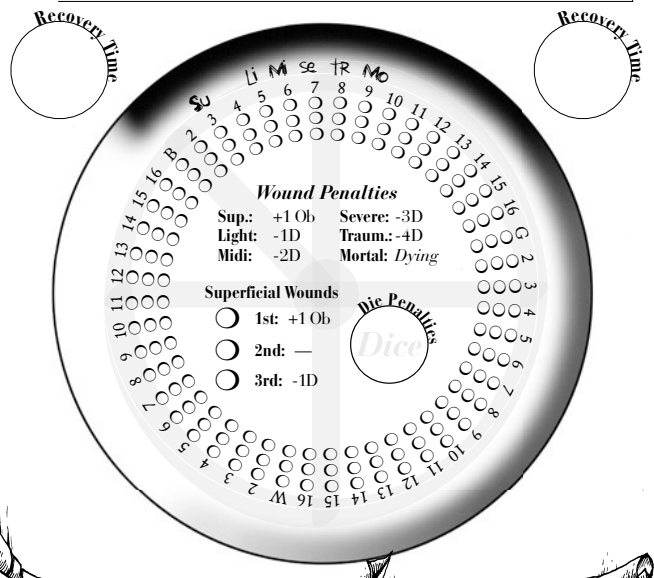
Reflexes **B 5**

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

Mortal Wound **B 7**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

BRAWLING

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

INCONSPICUOUS

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

APPRAISAL

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SCAVENGER

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SLEIGHT OF HAND

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

KNIVES

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Skills

Skills

Skills Being Learned

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

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

Additional Skills

_____	☐	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

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

PANTS, SUSPENDERS AND A BUTTON DOWN SHIRT, A BAG OF OTHER people's personal effects, Honeyed OATCAKES, A PAIR OF KNIVES.

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	☐	☐	☐	☐	2	-	F
Teeth	☐ 2	☐ 4	☐ 6	☐	2	-	F
Knives	☐ 2	☐ 4	☐ 6	☐	1	-	F
	☐	☐	☐	☐			

MISSILE WEAPONS

I	M	S	VA	ammunition
☐	☐	☐	☐	
Range Dice: Optimal _____ Extreme _____ DOF: I _____ M _____ S _____				
☐	☐	☐	☐	
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 **Squee**

Stock **RODEN**
BELOW

Age **20**

Alias

Homeland

Features

Beliefs

F: ☐ I'M REALLY NOT A BAD GUY; my
P: ☐ JOB just SUCKS.
D: ☐

F: ☐ "Come on LADY, just get in
D: ☐ the BAG!"

F: ☐ I GOTTA DO WHAT'S BEST FOR
D: ☐ the nest, you know?

Instincts

F: ☐ ALWAYS Attempt to soothe
P: ☐ them first
D: ☐

F: ☐ IF THAT DOESN'T WORK,
P: ☐ SMACK them on the nose
D: ☐ with the CUDGEL.

F: ☐ STEALTH when on the job
P: ☐
D: ☐

Traits

ACER'S LIKENESS

LARGE EARS

TUNNEL VISION

COAT OF FUR

PACKRAT

SKULKING

COMMUNAL

SKITTISH

DEEP SENSE

ENLARGED INCISORS

CALLOUS

QUICK-BLOODED

TAIL

Relationships

SWIKER- GOOD OL' BOSSMAN!

PINKY AND THE BRAIN- ACCEPT NO GIFTS
FROM THESE TWO.

SWEET- BOSSMAN'S BROTHER. HE AIN'T
AS BAD AS THEY SAY. IN FACT, HE'S KIND
OF NICE.

SHIN- YOUNGER COUSIN AND GOOD FRIEND
OF NICE.

GRISTA- BOSS' GIRL. SMART, DANGEROUS.

FINK- SWORN ENEMY.

KRIM- BRUISER WHO HELPS ME ON JOBS.

SCRATCH- GRADE A JERK-RAT. TRUE VERMIN.

GOOD- BOSSMAN'S SNITCH AND MY PARTNER.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCRATCHER, KIDNAPPER

Circles **B 4** 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 3** Let it Ride
Successes

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 6(7)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 6**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **B 3** Let it Ride
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **B**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

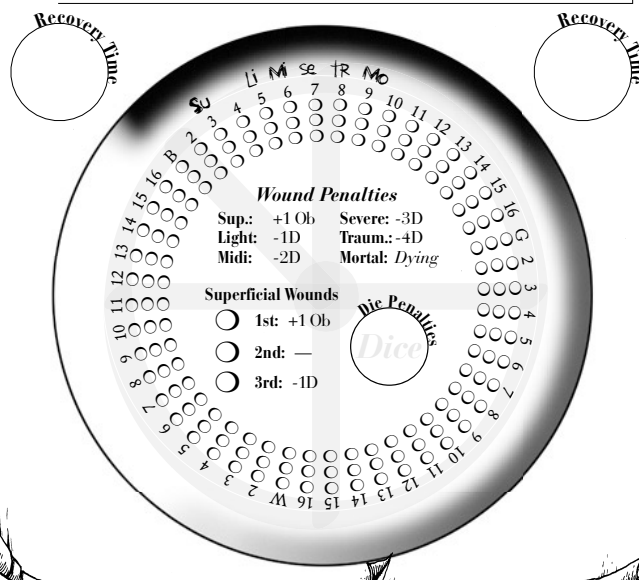
Reflexes **B 5**

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

Mortal Wound **B 9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

SOOTING PLATITUDES **B 3**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

BRAWLING **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

CUDGEL **B 2**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNELING **B 2**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNEL-WISE **B 2**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

STEALTHY **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS **B 2**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

KNOTS **B 3**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INTIMIDATION **B 2**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

OBSERVATION **B 3**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

Practice Log

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

Non-descript clothes, BRASS KNUCKLES, A BILLY CLUB, ROPE, GAGS, STRAPS, A BAG (FOR putting over HEADS), LEATHER SLEEVES (1D), LEGGINGS (1D), SKULL CAP (1D) AND BREASTPLATE (2D).

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	☐	☐	☐	2	-	F
Teeth	B 3	B 5	B 7	2	-	F
KNUCKLES	B 3	B 5	B 7	2	-	F
BILLY CLUB	B 3	B 6	B 9	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 **SWIKER** Stock **RODEN** Age **36**
THE **BELOW**
 Alias **MASTERMIND** Homeland Features

Beliefs

F: ☐ I GOTTA keep the family
 P: ☐ TOGETHER. I Love my peeps!
 D: ☐

F: ☐ If ANYBODY crosses me, they
 P: ☐ get it. ::SKRITCH::
 D: ☐

F: ☐ This LAST SCORE will be the
 P: ☐ BIGGEST yet AND enough to
 D: ☐ let me retire.

Instincts

F: ☐ KILL 'em with kindness—
 P: ☐ ALWAYS soothe AND persuade
 D: ☐ first.

F: ☐ NEVER get my HANDS DIRTY
 P: ☐
 D: ☐

F: ☐ ALWAYS CONSULT with my
 P: ☐ BROTHER SWEET BEFORE
 D: ☐ MAKING BIG DECISIONS

Traits

ACER'S LIKENESS
 COAT OF FUR
 COMMUNAL
 ENLARGED INCISORS
 QUICK-BLOODED
 TAIL

LARGE EARS
 PACKRAT
 SKITTISH

TUNNEL VISION
 GREEDY
 SKULKING
 CALLOUS
 CALM DEMEANOR
 AMBITIOUS

Relationships

SWEET— BROTHER, BEST FRIEND AND
 CHIEF NEGOTIATOR FOR THE NEST
THE BRAIN— MY LUNATIC COUSIN.
 CRAZY BUT VERY USEFUL.
MOOSH— MY YOUNGEST SON AND ME
 BRUISER BODYGUARD.
THACK— ELDEST SON. THE MOODY ONE.

SQUEE— MY TRUSTED BAG MAN. LOYAL,
 BUT TOO SOFT-HEARTED. COUSIN.
GOOD— MY SPITCH IN THE SCRATCHERS
 AND SCAVENGERS. NEPHEW.
GRISTA— MY GIRL! ALSO, SWEET'S
 ASSISTANT. "C'MERE DOLLFACE."

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**
SCAVENGER, KIDNAPPER,
NEGOTIATOR, MASTERMIND

Primary Reputation **1D Rep—I'm the BOSS** Primary Affiliation **2D — My Nest**
 Secondary Reputation **OF THIS RATPACK** Secondary Affiliation

Resources

Source of Income/Wealth
 Cache/Loans
 Debt

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

Stats

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

Perception **4(5)**
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Power **3**
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Forte **3**
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Agility **4**
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Speed **5**
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

Steel **7**
 Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

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

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

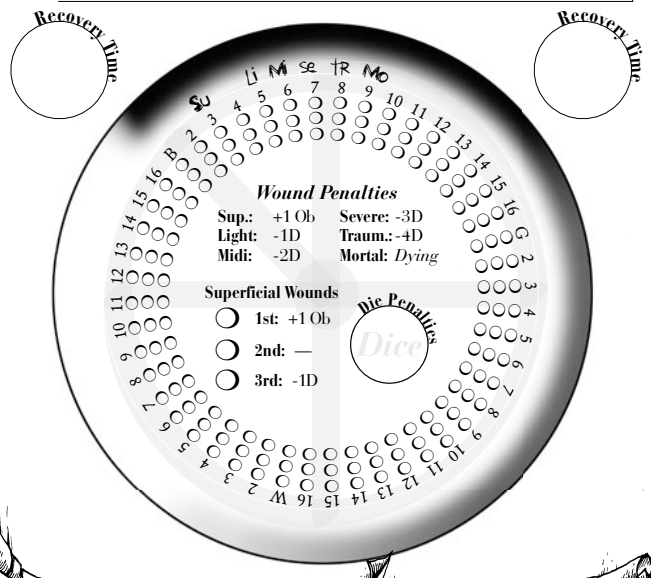
Reflexes **4**

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

Mortal Wound **9**

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

Physical Tolerances Wheel



Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LR
Inconspicuous	5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Appraisal	4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Brawling	3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Soothing Platitudes	4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Haggling	5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Cudgel	3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Intimidation	5	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Persuasion	6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Deal-wise	4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐

Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LR
Falsehood	6	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Below-wise	4	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
Command	3	Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
		Routine: ☐ ☐ ☐ ☐ Difficult: ☐ ☐ ☐ ☐ Challenge: ☐ ☐ ☐ ☐	☐	☐
		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

THE DEAL—Swiker is the BOSS of this Nest of Roden. He's the MASTERMIND. He THINKS OF ALL the GOOD IDEAS AND MAKES SURE they GET DONE.

SWIKER'S GOT TWO CONFLICTING BELIEFS: GOTTA KEEP the FAMILY TOGETHER VS NOBODY CROSSES me. THESE ARE MEANT to MAKE LIFE DIFFICULT FOR the PLAYER. ANY time some one in the nest CROSSES him, SWIKER'S GOT A TOUGH decision to MAKE.

SWIKER RUNS his nest LIKE A LITTLE MAFIA FAMILY. He's GOT his CREW OF MADE men THAT KEEP everyone in LINE while they ALL TRY to SCORE BIG CHEESE.

At the moment, the CHEESE HAS JUST RUN OUT. BUT SWIKER'S GOT A LINE on A NEW Heist. His BROTHER SWEIK'S

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

SOME nice CLOTHES, A STIFF LEATHER BREASTPLATE CONCEALED BENEATH his SHIRT, A CONCEALED KNIFE AND A CLUB THAT he WHACKS AROUND in his HAND LIKE A BATON.

Spies HAVE SHIFFED OUT A FAT WAREHOUSE FULL OF CHEESE FOR the TAKING. SO he's GOT to GET the GANG TOGETHER—picks AND SHOVELS AND A COUPLE OF CROSSBOWS, just in CASE—AND get up there AND TAKE WHAT'S RIGHTFULLY HIS.

AS ALWAYS, GOTTA DO it quiet LIKE SO'S NOT to LET them ABOVE FIGURE OUT WHO'S REALLY BEHIND ALL the DISAPPEARING CHEESE.

ONCE he GETS the CHEESE BACK to the nest, SWIKER'S THINKING ABOUT RETIRING. He's GETTING ON in YEARS. MAYBE it's time to LET GO OF the REINS? MAYBE LET his SONS TAKE OVER?

SPEAKING OF WHICH, AS the SCENARIO BEGINS, THACK, the ELDEST SON, HAS JUST RETURNED to the nest FROM his 3 YEAR WALKABOUT. He's BEEN ACTING STRANGE—PROBABLY FEELS OUT OF PLACE. BE SURE to GET him COMFORTABLE with the FAMILY AGAIN.

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	☐	☐	☐	2	-	F
Teeth	2	4	6	2	-	F
	☐	☐	☐			
	☐	☐	☐			

MISSILE WEAPONS

I	M	S	VA	ammunition
☐	☐	☐	☐	
Range Dice: Optimal _____ Extreme _____ DOF: I _____ M _____ S _____				
☐	☐	☐	☐	
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 **KUUL** Stock **FIELD RODEN** Age **50**
FIELD WALKER

Alias _____ Homeland **THE FIELDS** Features _____

Beliefs

F: ☐ I WILL BE REUNITED WITH MY
P: ☐ CHILDREN AND SHOW THEM THE
D: ☐ WARMTH OF AECER

F: ☐ AECER'S WAY IS THE ONLY TRUE
P: ☐ WAY—TO LIVE BELOW IS TO LIVE
D: ☐ IN BONDAGE AND SERVITUDE.

F: ☐ THOSE WHO DENY AECER, SHALL
P: ☐ BE PUNISHED—BY ME!
D: ☐

Instincts

F: ☐ ALWAYS ACT HUMBLE AND
P: ☐ MEER
D: ☐

F: ☐ ALWAYS MUTTER A PRAYER
P: ☐ BEFORE TAKING ACTION
D: ☐

F: ☐ KEEP MY STAFF HANDY
P: ☐

D: ☐

Traits

AECER'S LIKEHNESS

COAT OF FUR

COMMUNAL

ENLARGED INCISORS

QUICK-BLOODED

TAIL

LARGE EARS

PACKRAT

SKITTISH

VEGETARIAN

TOILING

ALARMIST

HUMBLE

ORDAINED

TOUGH

ZEALOT

FAITHFUL

ALBINO

DESPERATE

RUTHLESS

GHAWING HUNGER

Relationships

TRACK—YOUNG CONVERT. HE'S STRONGER
 THAN HE IS SMART, BUT HE'S DEDICATED
 TO THE CAUSE. HE'S ALSO AWARE THAT
 THE KUUL IS COMING TO THE NEST TO
 PREACH.

UNKNOWN AND UNNAMED SON—HE HAS
 BEEN DREAMING OF MEETING HIM AND
 SHOWING HIM THE WARMTH OF AECER
 FOR 30 YEARS. KUUL, OBVIOUSLY LOVES
 HIM VERY MUCH

History, Circles, Reputation, Affiliations

Lifepaths **BORN TO THE FIELDS, HAND,**
DEPUTY, BROTHER, MISSIONARY,
CARNIVORE, BUSHWACKER, ALBINO,
CORSAIR

Primary Reputation **1D MAVERICK MISSIONARY** Primary Affiliation **2D MISSION OF AECER**

Secondary Reputation _____ Secondary Affiliation **1D RODEN CORSAIRS**

Resources

Source of Income/Wealth _____

Cache/Loans _____

Debt _____

Resources **2** Let it Ride

tests for advancement
 Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Stats

Will **5** Let it Ride

tests for advancement
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Perception **5(6)**

Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Power **3**

Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Forte **3**

Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Agility **5**

Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Speed **5**

Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **5** Let it Ride

tests for advancement
 Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Steel **8**

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

Hesitation **6**

(Hesitation = 10 - Will exp)

Faith **6**

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

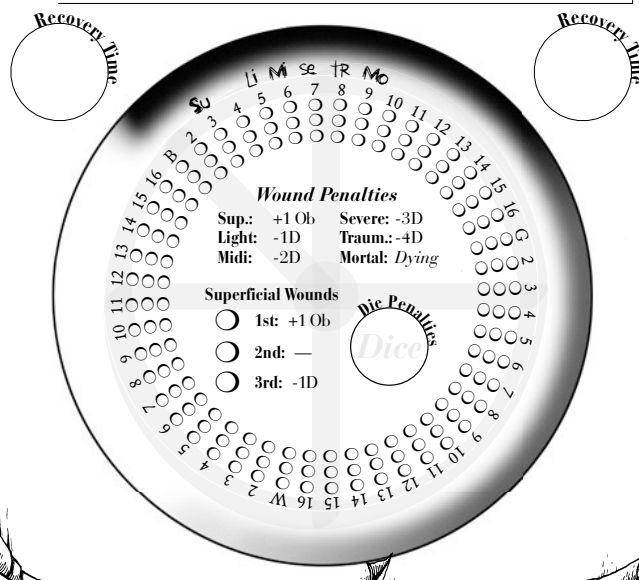
Reflexes **5**

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

Mortal Wound **9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

Singing

2

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Doctrine

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Meditation

3

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Suasion

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Preaching

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Intimidation

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Ugly Truth

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Astrology

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Navigation

3

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

Below-wise

2

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Above-wise

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Hunting

3

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Stealthy

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Staff

4

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Spear

3

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Bow

3

Routine: ☐ ☐ ☐ ☐
 Difficult: ☐ ☐ ☐ ☐
 Challenge: ☐ ☐ ☐ ☐

☐

Brawling

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

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

Practice Log

When FIELD WALKER WAS A YOUNG MOUSE, HE FELL IN LOVE WITH AN EQUALLY YOUNG REFUGEE FROM THE BELOW WHO HAD RECENTLY ARRIVED IN THE FIELDS FROM BELOW. HE GOT HER PREGNANT. HIS PARENTS WERE FURIOUS! AND FORCED HIM TO JOIN THE ORDER TO ATONE FOR HIS TRANSGRESSION. HIS YOUNG LOVE FLED IN TERROR. FLED BACK TO THE TUNNELS BELOW THE CITY.

THAT WAS 35 YEARS AGO. FIELD WALKER HAS SPENT THOSE YEARS ALTERNATELY TRYING TO FORGET HER AND SEEKING HER OUT. THOUGH HEALTHY AND STRONG, FIELD WALKER IS OLD AND SOON TO PASS ON. BEFORE HE GOES, HE WANTS TO FIND HIS CHILD AND BE REUNITED WITH HIS ESTRANGED FAMILY.

HE HAS SOUGHT AND PRAYED MANY A LONG HOUR. HIS VISIONS HAVE AT LAST LEAD HIM TO THESE STINKING SEWERS BELOW THIS FESTERING CITY. HIS VISIONS HAVE SHOWN HIM RAT, POWERFUL AND STRONG, WHO MUST BE HIS LIVING. BUT IN THE VISION, THIS RAT IS TRAPPED AND

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

BLACK MONK ROBES AND A HOODED CLOAK
A SPEAR CONCEALED AS A STAFF
HONEYED OATCAKES
DANDY WINE
BLOOD BLOSSOMS
LEATHER ARMOR

DROWNING. IF FIELD WALKER DOESN'T INTERVENE, EVERYTHING HE SOUGHT FOR WILL BE SHUFFLED OUT!

THE MOST PUZZLING THING ABOUT THE VISION IS THAT IT APPEARS THAT HIS SON—THE SAME WHO IS DROWNING—SETS THE TRAP: HE IS SEEN SHUTTING THE STONE SEALS AND OPENING THE VALVES SO THE WATER CAN RUSH IN! BUT THEN IT IS HE WHO IS TRAPPED AND DROWNS.

FIELD WALKER ALSO HAS A CONVERT WITH THE MASTERMIND'S RANKS—THE YOUNG BRUISER, THACK. HE MET THE ONE YOUNG A FEW YEARS AGO WHEN HE AND HIS CORSAIRS WERE OUT RAIDING. THE BELOW ROYEN CONVERTED AND TOLD FIELD WALKER OF HIS PEOPLE BEHIND THE CITY. ONCE THE VISIONS BEGAN, FIELD WALKER KNEW THAT THACK HAD BEEN SENT BY HEAVEN AND HE MUST FOLLOW HIM TO HIS DESTINY.

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	☐	☐	☐	☐	2	-	F
Teeth	☒ 2	☒ 4	☒ 6	☐	2	-	F
STAFF	☒ 3	☒ 5	☒ 7	☐	2	-	F/S
SPEAR	☒ 3	☒ 5	☒ 7	☐	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		STEALTHY: _____
○○○○○○○	Torso	LEATHER	PERCEPTION: _____
○○○○○○○	Right Arm		SPEED: _____
○○○○○○○	Left Arm		AGILITY: _____
○○○○○○○	Right Leg		
○○○○○○○	Left Leg		
○○○○○	Shield		

Character Index

Name **KRIM**

Stock **RODEN**

Age **23**

BELOW

Alias **BRUISER**

Homeland

Features

Beliefs

F: ☐ **Only the Visionary knows the truth and what must be done about it.**

P: ☐ **I am the Visionary's knife hand. If he needs murder, I'm the weapon.**

D: ☐ **Grista shall be mine when the new order comes.**

Instincts

F: ☐ **Always move inconspicuously among the rats.**

P: ☐ **Watch/observe my target before striking.**

D: ☐ **Always kill intimately.**

Traits

Aceer's Likeness

PACKRAT

Tunnel Vision

Coat of Fur

SKITTISH

SKULKING

Communal

Deep-Sense

ENLARGED INCISORS

CALLOUS

QUICK-BLOODED

SINGLE-MINDED

TAIL

MEAN

LARGE EARS

Relationships

COLD-HEARTED

SWIKER - THE BOSS, DOOMED!

SHIN - CULT SHADOW/SPY. HE POSES AS A SCAVENGER AND THIEF.

SWEER - MOST BLESSED VISIONARY WHO SHALL LEAD US FROM THE DARKNESS.

THACK - DANGEROUS BRUISER.

SWEESH - BRAIN'S APPRENTICE, ALSO THE CULT ARSONIST.

MOOSH - A YOUNG BRUISER, PERHAPS HE CAN BE CONVERTED.

GRISTA - SWIKER'S GIRL, ALSO SWEER'S ASSISTANT.

GOOD - A RAT WITH SOME POTENTIAL.

SQUEE - MASTERMIND'S KIDNAPPER WHO TRUSTS ME.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCRATCHER, BRUISER, INITIATE, MURDERER

Circles **B 1** *Let it Ride Successes*

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Resources **B -** *Let it Ride Successes*

Cache/Loans

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Debt

Stats

Will **B 3** *Let it Ride Successes*

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 5(6)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 6**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **B 3** *Let it Ride Successes*

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **B 5**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **B**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

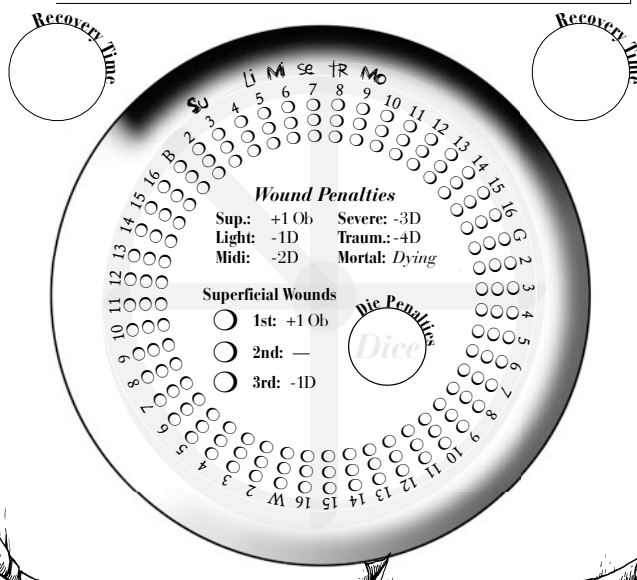
Reflexes **B 5**

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

Mortal Wound **B 7**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

BRAWLING

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNELING

B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNEL-WISE

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

KNIVES

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

CROSSBOW

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

STEALTHY

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

ANATOMY

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INTIMIDATION

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

DOCTRINE

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

THROWING

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

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

DARK CLOTHES (SO THE BLOOD DOESN'T SHOW), LEATHER SKULLCAP, LEATHER SLEEVES, AND A LEATHER BREASTPLATE, RIVEN THROWING BLADES (+1D TO THROWING!)

YOU ARE A MEMBER OF THE SECRET SOCIETY. SWEET IS YOUR SPIRITUAL LEADER AND GUIDE. YOU ARE THE CULT'S MURDERER. YOUR COVER IS THAT YOU ARE A BRUISER. REVEAL THIS TO NO ONE EXCEPT THOSE YOU KNOW TO BE IN THE CULT!

KRIM AND SHIN SCOUTED OUT THE LOCATION FOR THE TRAP. IT'S IN AN OLD DUCT THAT'S SEALED ON ONE END. ONLY A FEW RATS CAN STAND IN THE SPACE WHERE THE DIGGING MUST TAKE PLACE. SO THE TRICK OF IT IS MAKING SURE THE OTHER SIDE OF THE TUNNEL CAN BE BLOCKED SO SWIKER AND HIS GOONS CAN'T ESCAPE. THE BRAIN WOULD BE AN EXCELLENT CANDIDATE FOR DEVISING SOME SCHEME, BUT HE'S LOYAL TO THE BOSS. PERHAPS HE CAN BE CONVERTED.

ALSO, KRIM KNOWS THAT SWEET TOLD GRISTA THAT SWIKER WOULD NOT BE HURT IN THE TRAP! BUT SWEET TOLD KRIM HIMSELF TO MAKE SURE SWIKER WOULD DIE—THOUGH IT HAD TO LOOK LIKE AN ACCIDENT.

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	☐	☐	☐	☐	2	-	F
Teeth	B 3	B 5	B 7	☐	2	-	F
Knives	B 3	B 5	B 7	☐	1	1	F
	☐	☐	☐	☐			

MISSILE WEAPONS

I	M	S	VA	ammunition
B 3	B 5	B 7	-	8
Range Dice: Optimal 1D Extreme 2D DOF: 1-2 M3-4 S5-6				

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 **GRISTA**

Stock **RODEN**

Age **29**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ Only the Visionary knows
P: ☐ the truth and what must be
D: ☐ done about it.

F: ☐ Swiker must be ousted, but
P: ☐ he shouldn't be hurt.
D: ☐

F: ☐ The scavengers and
P: ☐ scratchers must be covered
D: ☐ to the society's views.

Instincts

F: ☐ Never reveal the existence
P: ☐ of the society to the
D: ☐ uninitiated.

F: ☐ Never tell the truth.
P: ☐
D: ☐

F: ☐ Always report back to the
P: ☐ visionary.
D: ☐

Traits

Acer's Likeness

Large Ears

Tunnel Vision

Coat of Fur

Packrat

Skulking

Communal

Skittish

Light Touch

Enlarged Incisors

Broken

Quick-Blooded

Zealous

Tail

Scheming

Relationships

Swiker - My poor, poor man. Can't see what's happening right under his nose.

Krim - Cult assassin/murderer. He poses as a bruiser.

Sweek - Most blessed visionary who shall lead us from the darkness.

Shin - Cult shadow/spy. He poses as a scavenger and thief.

Sweesh - Brain's apprentice, also the cult arsonist.

Pinky - Obnoxious arse of a rat!

Track - Eldest son. Moosh - Youngest. Goo - A rat with some potential.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

Fingers, Initiate, Cultist, perverter

Circles **B 1** Let it Ride Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Resources **B -** Let it Ride Successes

Cache/Loans

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Debt

Stats

Will

B 3

Let it Ride Successes

tests for advancement

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 5(6)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power

B 3

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte

B 3

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility

B 5

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed

B 5

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health

B 3

Let it Ride Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel

B 5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation

(Hesitation = 10 - Will exp)

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Reflexes

B 5

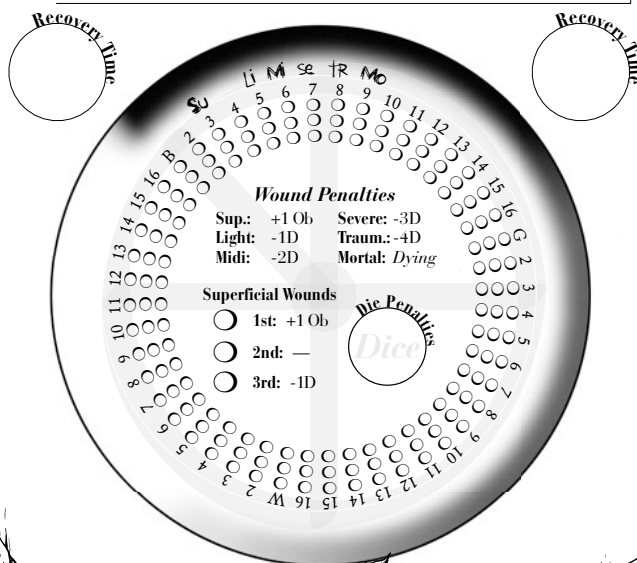
Average of Per, Agt, Spd
Ref advances as the stats do.

Mortal Wound

B 7

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

BRAWLING

B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SLEIGHT OF HAND

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

DOCTRINE

B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

RETORIC

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SUASION

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

KNIVES

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

DISGUISE

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

FALSEHOOD

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

GRISTA IS A POWERFUL RAT, THOUGH SHE TRIES NOT TO APPEAR THAT WAY TO THE REST OF THE NEST. IN TRUTH, SHE'S THE MASTERMIND'S GIRL, MOTHER OF THE BRUISERS AND WILLING SERVANT OF THE VISIONARY AND HIS SECRET SOCIETY.

SHE IS IN A SWEET POSITION, PERHAPS MORE POWERFUL THAN EITHER OF THE TWO WHO CLAIM POWER OPENLY. ALL SECRETS PASS THROUGH HER AND SHE CONTROLS WHO IS BROUGHT INTO THE SOCIETY.

SWEET HAS TOLD HER THE TIME HAS COME FOR THE SOCIETY TO MAKE ITS PRESENCE FELT IN THE NEST. IT'S TIME TO OVERTHROW SWIKER.

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

SIMPLE, COMMON CLOTHES, A PAIR OF WICKED KNIVES, A BAG OF MAKE-UP, DYES, EXTRA FUR, FALSE TEETH AND WHISKERS FOR DISGUISE.

GRISTA BEARS SWIKER NO REAL MALICE. HE'S THE FATHER OF HER TWO SONS. SO SHE HAS EXTRACTED A PROMISE FROM SWEET THAT SWIKER WILL NOT BE HURT, HE'LL BE EXILED WHEN THE SOCIETY TAKES OVER.

GRISTA HAS DIVIDED LOYALTIES, BUT SHE IS A DEVOUT MEMBER OF THE SECRET SOCIETY. SWEET IS HER SPIRITUAL LEADER AND GUIDE. SHE IS THE CULT'S PERVERTER. HER COVER IS THAT SHE IS ARE THE NEGOTIATOR'S ASSISTANT AND THE BOSS' GIRL! SHE IS SECOND IN COMMAND. IT IS HER JOB TO CONVERT OTHER RODEH INTO THE CULT. REVEAL THIS TO NO ONE EXCEPT THOSE YOU KNOW TO BE IN THE CULT!

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	☐	☐	☐	2	-	F
Teeth	2	4	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 **Pinky** Stock **Roden** Age **34**
Below

Alias **BAD Pinky** Homeland Features

Beliefs

F: ☐ GOTTA DO WHAT THE BRAIN
P: ☐ SAYS.
D: ☐

F: ☐ SWEET is up to something.
P: ☐
D: ☐ GRISTA TRULY Loves me, not

F: ☐ SWIKER. I must get her to
P: ☐ CONFESS HER TRUE FEELINGS TO
D: ☐ ME

Instincts

F: ☐ ALWAYS ASK THE BRAIN FIRST
P: ☐
D: ☐

F: ☐ When doing something CRUCIAL,
P: ☐ I invoke the CLUMSY TRAIT
D: ☐

F: ☐ If anyone THREATENS the
P: ☐ BRAIN, BOMK them on the
D: ☐ HEAD with the BIG BAT

Traits

ACER'S LIKENESS LARGE EARS CONFUSING RANT
COAT OF FUR PACKRAT LUCKY
COMMUNAL SKITTISH CLUMSY
ENLARGED INCISORS TUNNEL VISION MEAN
QUICK-BLOODED SKULKING BRUTAL
TAIL GOPHER DUMB

Relationships

THE BRAIN—MY BESTEST BUDDY, AND
SMARTEST RAT IN THE WHOLE WORLD.
SWEESH—THE BRAIN'S NEW ASSISTANT. HE'S
SAIFTY, STUPIDER THAN HE LOOKS AND NOT
TO BE TRUSTED.
SWIKER—THE BOSS
SWEET—THE BOSS' TALKING GUY.
GRISTA—BOSS' GIRL.
KRIM—BRUISER. HE'S HIDING SOMETHING.
SKITCH—A SCRATCHER WHO IS NICE TO ME.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET,**
PINKY, SCRATCHER, BRUISER,
APPRENTICE, BRUISER

Primary Reputation **1D Rep—Pinky!**

Secondary Reputation

Circles **B 1** Let it Ride
Successes
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Affiliation

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 2** Let it Ride
Successes
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 3(4)**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 6**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 5**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 2**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

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

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

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

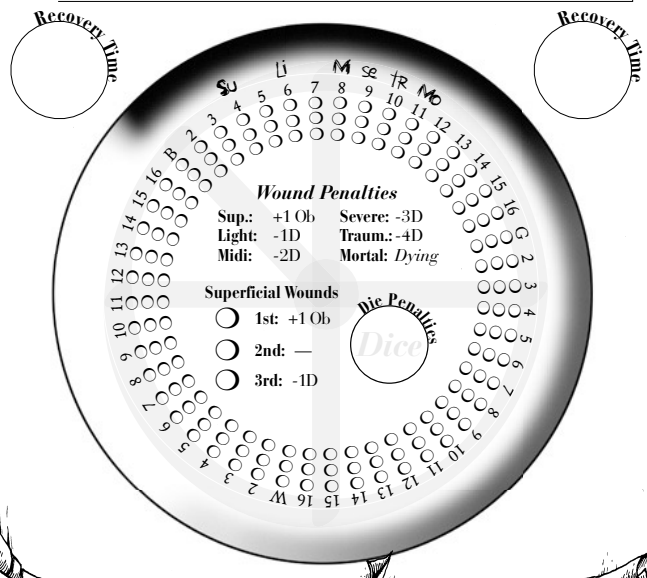
Reflexes **B 3**

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



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

SOOTING PLATITUDES **B 6** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

BRAWLING **B 6** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNELING **B 1** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNEL-WISE **B 2** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

MENDING **B 3** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

BLACKSMITH **B 1** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

CUDGEL **B 2** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INTIMIDATION **B 3** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

STEALTHY **B 4** Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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

Practice Log

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

A REALLY BIG BAT, WHITE OVERALLS, A BAG WITH SOME TOOLS IN IT, HONEYED OATCAKES, DANDY WINE.

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	☐	☐	☐	☐	2	-	F
Teeth	☒ 2	☒ 4	☒ 6	☐	2	-	F
BAT	☒ 4	☒ 8	☒ 12	☐	2	-	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	_____	STEALTHY: _____
○○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○○	Right Leg	_____	
○○○○○○○	Left Leg	_____	
○○○○○	Shield	_____	

Character Index

Name **Shiff**

Stock **Roden**

Age **11**

Below

Alias

Homeland

Features

Beliefs

F: ☐ **Someday, I'm going to be the Boss.**
P: ☐ **They ALL think they're something, but they're nothing without us!**
D: ☐ **I'm not going to let the Brain keep taking what I scavenge.**

Instincts

F: ☐ **When not busy with something else, nose around in everyone's GARBAGE.**
P: ☐ **Act ALL inconspicuous when dodging work.**
D: ☐ **Always stick tongue out to authority.**

Traits

Aacer's Likeness **Large Ears** **Tunnel Vision**
Coat of Fur **Packrat** **Skulking**
Communal **Skittish** **Greedy**
Enlarged Incisors **Abused**
Quick-Blooded
Tail

Relationships

Swiker—The Boss. He'd never talk to me.
Sweek—The Nest's face-man. Boss' brother. He says funny poems.
The Brain—He always asks us for help and then takes the good stuff!
Grista—Swiker's girl. She comes and talks to us all the time.
Shin—Cousin. He's generous.
Krim, Tack and Moosa—Bruisers.
Squik—A nice lockpick.
Stitch and Scratch—Scratchers who also have to do all the real hard work in the nest.
Scoff—My big brother. He's a jerk, but I love him.

History, Circles, Reputation, Affiliations

Lifepaths **Born Below, Gauntlet.**
Scavenger

Circles **4** *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 **0** *Let it Ride Successes*
tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **3** *Let it Ride Successes*
tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **4(s)**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **3**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **4**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **5**
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

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

Steel **4**
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **0**
(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

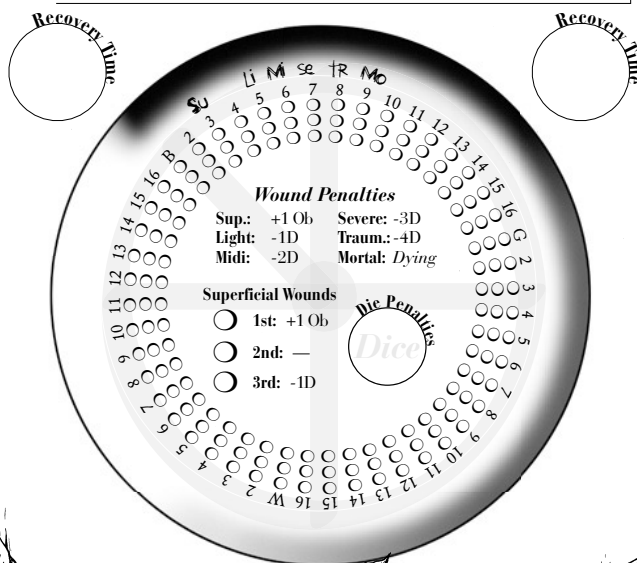
Reflexes **4**

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

Mortal Wound **7**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

L/R successes

BRAWLING

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Inconspicuous

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Appraisal

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Scavenger

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Skills

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

L/R successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

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 ____ | 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: ○○○●	○
_____	☐	Obstacle: Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○

Practice Log

Artha and Epiphanies

3 2 4

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)

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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

DIRTY OVERALLS, A BAG OF MUNDANE YET USEFUL STUFF, A BLOOD BLOSSOM

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	☐	☐	☐	2	-	F
Teeth	2	4	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 **SCOFF**

Stock **RODEN**

Age **15**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ I AIN'T WORKING FOR THE MAN
P: ☐ NO MORE. I'M SICK OF IT!
D: ☐

F: ☐ THEY ALL THINK THEY'RE
P: ☐ SOMETHING. BUT THEY'RE
D: ☐ NOTHING WITHOUT US! I'LL SHOW 'EM!

F: ☐ THERE'S NOTHING WRONG WITH A
P: ☐ LITTLE TROUBLE.
D: ☐

Instincts

F: ☐ ALWAYS KEEP AN EYE ON MY
P: ☐ LITTLE BROTHER.
D: ☐

F: ☐ ALWAYS DIG THROUGH OTHER
P: ☐ PEOPLE'S GARBAGE.
D: ☐

F: ☐ ALWAYS PAY A COMPLIMENT
P: ☐ TO THE BOSSES.
D: ☐

Traits

ACER'S LIKENESS

COAT OF FUR

COMMUNAL

ENLARGED INCISORS

QUICK-BLOODED

TAIL

LARGE EARS

PACKRAT

SKITTISH

TUNNEL VISION

SKULKING

GREEDY

ABUSED

(C/O SOOTHING

PLATITUDES)

Relationships

SWIRLER—THE BOSS. SCREW HIM!

SWEER—SWIRLER'S BROTHER. HE'S A KISS ASS.

THE BRAIN—USELESS LUNATIC.

GRISTA—SCHEMING WOMAN!

SHIN—SKEEVY COUSIN. WHY'S HE SO WEIRD?

SQUIL—A DIRTY THIEF! STEALING FROM OTHER RATS!

KRIM, THACK AND MOOSH—BRUISERS. THE

WORST OF THE WORST. TUGS WITH NO

TALENT AND NO BRAINS.

SKITCH AND SCRATCH—THE ONLY OTHER REAL RATS

OUT THERE.

SHIFF—MY NAIVE LITTLE BROTHER.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCAVENGER, SCAVENGER

Circles **4**

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Let it Ride
Successes

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **0**

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Let it Ride
Successes

Stats

Will **3**

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Let it Ride
Successes

Perception **4(5)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **3**

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Let it Ride
Successes

Steel **4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **0**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

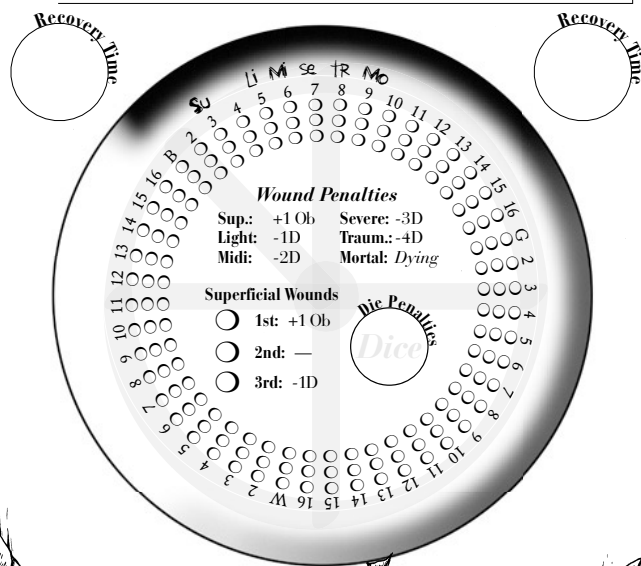
Reflexes **4**

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

Mortal Wound **7**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

BRAWLING

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

APPRAISAL

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SCAVENGER

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SOOTHING PLATITUDES

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

PERSUASION

2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skills

Skills

Skills Being Learned

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

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

Additional Skills

_____	☐	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

Artha and Epiphanies

3 2 4

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

DIRTY OVERALLS, A BAG OF MUNDANE YET USEFUL STUFF, A BLOOD BLOSSOM, 3 RUSTY SHURIKEN

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	☐	_____	☐	_____	2	-	F
Teeth	☒	2	☒	4	☒	6	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 **SCRATCH** Stock **RODEN** Age **17**

BELOW

Alias **OLD SCRATCH** Homeland Features

Beliefs

F: ☐ I just want a little cheese
P: ☐ so I can settle down and
D: ☐ raising some ratlings.

F: ☐ PROBABLY best not to piss
P: ☐ off the bosses.
D: ☐

F: ☐ I'm not lifting a paw or a
P: ☐ shovel until we get a raise!
D: ☐

Instincts

F: ☐ Keep my brother close.
P: ☐
D: ☐

F: ☐ ASSESS for smells and
P: ☐ sounds in the tunnels.
D: ☐

F: ☐ If attacked, grapple and
P: ☐ squeeze! (and cough)
D: ☐

Traits

Acer's Likeness

Coat of Fur

Communal

Enlarged Incisors

Quick-Blooded

Tail

Large Ears

Packrat

Skittish

Tunnel Vision

Skulking

Deep Sense

Curious

Hacking Cough

Relationships

Skitch— My little bro. Fiery fellow!

Swiner— He's the boss, and he don't pay!

Sniff and Scoff— Scavengers. Solid rats,

both. They'll strike if we do!

Grista— the boss' girl. She seems ok, maybe

she can help convince the boss for a raise?

Moosh and Thack— Boss' sons. Uses them as

bruisers and strikebreakers. The scabs!

Fink, Goo, and Squik— Three other down and

out rats who know about the short end of

the stick. Maybe they can help strike?

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCRATCHER, SCRATCHER

Circles **4** Let it Ride Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation

Secondary Reputation

Primary Affiliation

Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **0** Let it Ride Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **3** Let it Ride Successes

tests for advancement

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **5(6)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **3** Let it Ride Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **0**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

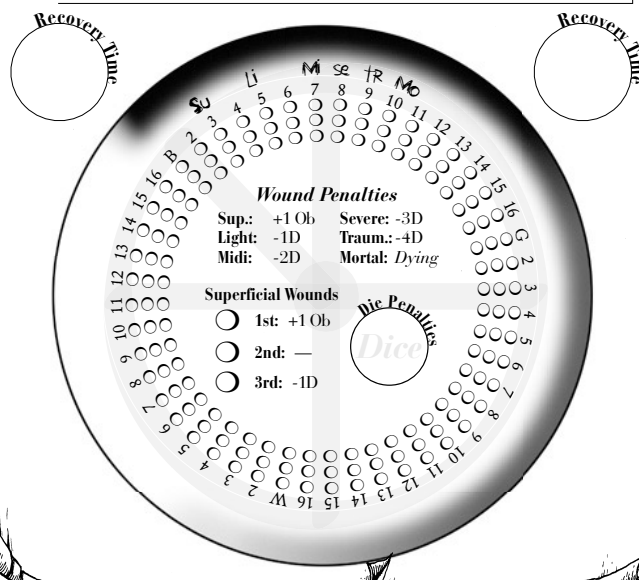
Reflexes **5**

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

Mortal Wound **10**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

SOOTING PLATITUDES **3**

BRAWLING **3**

TUNNELING **5**

TUNNEL-WISE **5**

SMELL-WISE **2**

STEALTHY **3**

☐

☐

☐

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

☐

☐

☐

☐

☐

☐

☐

☐

☐

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

Practice Log

It's time for the SCRATCHERS to rise up AND TAKE WHAT'S RIGHTFULLY THEIRS. TOO LONG AS THE MASTERMIND TAKEN THEM FOR GRANTED—PAID THEM NOTHING FOR ALL THEIR HARD WORK. WELL, they're not going to take it any more. They're not going to go on this heist until the MASTERMIND AGREES to give them A BIGGER SLICE OF THE CHEESE. OF COURSE, the SCRATCHERS HAVE NO VOICE OR POWER WITHIN THE NEST. PERHAPS IT MIGHT BE WISE TO FIND SOME ALLIES BEFORE SHOOTING ONE'S MOUTH OFF.

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

CORDUOYS, SUSPENDERS AND DIGGING TOOLS.

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	☐	☐	☐	2	-	F
Teeth	B3	B5	B7	2	-	F
Diggin' Pick	B4	B8	B12	2	1	U
	☐	☐	☐			

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 **SKITCH**

Stock **RODEN**

Age **13**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ We just WANNA get PAID FOR
P: ☐ AN honest DAYS WORK.
D: ☐

F: ☐ One DAY, I'm gonna SCORE
P: ☐ BIG. REAL BIG!
D: ☐

F: ☐ I'm not lifting A PAW OR A
P: ☐ SHOVEL UNTIL WE GET A RAISE!
D: ☐

Instincts

F: ☐ ALWAYS DIG THROUGH the
P: ☐ SOFT STUFF FIRST.
D: ☐

F: ☐ ALWAYS ASSESS A tunnel
P: ☐ BEFORE setting PAW in it.
D: ☐

F: ☐ Keep my BROTHER CLOSE.
P: ☐
D: ☐

Traits

ACER'S LIKENESS

LARGE EARS

Tunnel Vision

COAT OF FUR

PACKRAT

SKULKING

COMMUNAL

SKITTISH

DEEP SENSE

ENLARGED INCISORS

CURIOUS

QUICK-BLOODED

TAIL

Relationships

SCRATCH - MY OLDER BROTHER. HE'S A LITTLE CONSERVATIVE.

SWIMMER - HE'S THE BOSS. AND HE DON'T PAY!

SHIFF AND SCOFF - SCAVENGERS. GOOD FRIENDS. THEY GET SAIT FROM THE BRAIN.

GRISTA - THE BOSS' GIRL. SCRATCH TRUSTS HER. I DON'T!

MOOSH AND THACK - BOSS' SONS. USES THEM AS BRUISERS AND STRIKEBREAKERS. THE SCABS!

FINK, GOOD, AND SAH - THREE OTHER DOWN AND OUT RATS WHO KNOW ABOUT THE SHORT END OF THE STICK. MAYBE THEY CAN HELP STRIKE?

SQUIK - HE'S A DIRTY THIEF! DON'T KNOW WHY MY BRO LIKES HIM.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCRATCHER

Circles **B 1**

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**

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **B 3**

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 4(s)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **B 3**

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **B**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

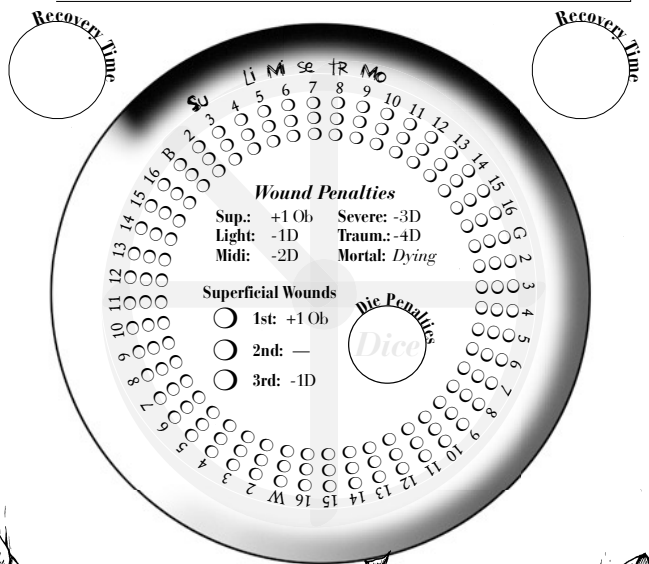
Reflexes **B 4**

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

Mortal Wound **B 9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

SOOTING PLATITUDES B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

BRAWLING B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNELING B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

TUNNEL-WISE B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skills

Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

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 _____ | 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

It's time for the SCRATCHERS to rise up AND TAKE WHAT'S RIGHTFULLY THEIRS. TOO LONG AS the MASTERMIND TAKEN them FOR GRANTED—PAID them NOTHING FOR ALL their HARD WORK. Well, they're not going to take it ANY MORE. They're not going to GO ON this HEIST UNTIL the MASTERMIND AGREES to give them A BIGGER SLICE OF the CHEESE.

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

CORDUOYS, SUSPENDERS AND DIGGING TOOLS.

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	☐	☐	☐	2	-	F
Teeth	2	5	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 **Sain**

Stock **RODEN**

Age **21**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ I AM SWEET'S EYES AND EARS
P: ☐ in the nest—I must seek out
D: ☐ information for him.

F: ☐ SWEET'S WILL IS TRUTH
P: ☐
D: ☐

F: ☐ I AM UNDER APPRECIATED AND
P: ☐ DESERVE A PROMOTION FOR
D: ☐ ALL MY HARD WORK

Instincts

F: ☐ STICK TO THE SHADOWS
P: ☐ (STEALTHY WHEN ALONE).
D: ☐

F: ☐ REPORT BACK TO SWEET AND
P: ☐ GRISTA
D: ☐

F: ☐ ACT INNOCENT AMONG
P: ☐ RATS (AKA: INCONSPICUOUS
D: ☐ IN CROWDS).

Traits

ACER'S LIKENESS

LARGE EARS

TUNNEL VISION

COAT OF FUR

PACKRAT

SKULKING

COMMUNAL

SKITTISH

GREEDY

ENLARGED INCISORS

BROKEN

QUICK-BLOODED

CAUTIOUS

TAIL

Relationships

SWEET—THE "BOSS." HE CANNOT SEE THE
TRUTH IN FRONT OF HIS EYES!

SWEET—MY MOST BELOVED MASTER.

THE BRAIN—A TOOL FOR THE CULT'S ENDS.

PINKY—ONLY THE VISIONARY CAN SAVE
POOR PINKY FROM HIMSELF.

SWEESH—OUR CULTIST SPY WITH THE BRAIN.

GRISTA—BEAUTIFUL RAT WHO CONVERTED
SAIN INTO THE CULT.

KRIM—SWEET'S PERSONAL BODYGUARD.

TACK AND MOOSH—SWEET'S BRUISERS.

GRISTA'S SONS.

SHIFF AND SCOFF—FELLOW SCAVENGERS.

YOUNGER COUSINS. GIVE THEM ALL ANYTHING
YOU FIND WHILE SCAVENGING.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET,**
SCAVENGER, INITIATE, SHADOW

Circles **4** *Let it Ride*
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation **1D** Reputation in
Society AS A RAT

Primary Affiliation

Secondary Reputation **with GOOD eyes AND**
KEEN EARS

Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

Resources **0** *Let it Ride*
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Stats

Will **3** *Let it Ride*
Successes

tests for advancement
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **5(6)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **6**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **3** *Let it Ride*
Successes

tests for advancement
Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **8**

(Hesitation = 10 - Will exp)

☐

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

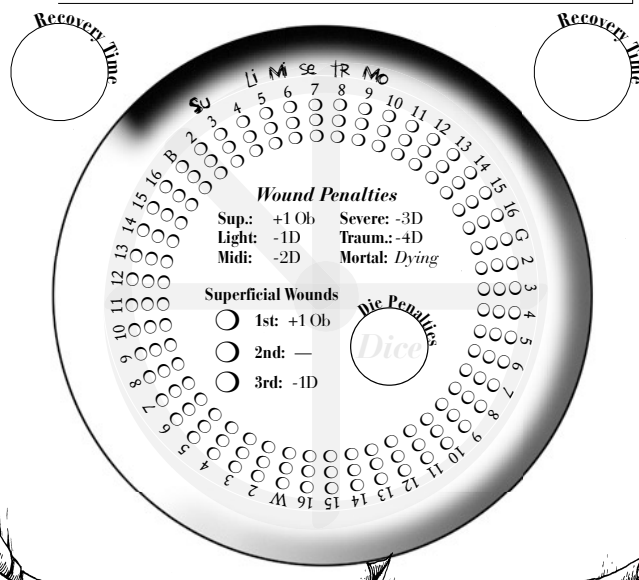
Reflexes **5**

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

Mortal Wound **9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

BRAWLING

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

INCONSPICUOUS

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SCAVENGER

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

SOCIETY DOCTRINE

2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

STEALTHY

5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

OBSERVATION

5

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

CLIMBING

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

☐

Skills

Skills

Skills Being Learned

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

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

Additional Skills

_____	☐	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

→ YOU ARE A MEMBER OF THE SECRET SOCIETY! SWEET IS YOUR SPIRITUAL LEADER AND GUIDE. YOU ARE THE CULT'S SHADOW (SPY). YOUR COVER IS THAT YOU ARE A SIMPLE SCAVENGER. REVEAL THIS TO NO ONE EXCEPT THOSE YOU KNOW TO BE IN THE CULT!

SHIN USED TO BE A LOWLY SCAVENGER, BUT NOW HE'S THE CULT SHADOW. HE'S THE LOWEST ON THE TOTEM POLE, THE MOST RECENTLY INDUCTED, BUT HE DOES THE LION'S SHARE OF THE WORK. SPYING ON HIS BROTHERS AND SISTERS IN THE SCAVENGERS AND SCRATCHERS IS HARD WORK! AND DANGEROUS, TOO. SQUEE, SQUIK, MOOSH AND FINK WOULD PUT OUT HIS EYE IF THEY KNEW WHAT HE WAS DOING.

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

completely non-descript clothes, plus rope and harness for climbing

AND JUST WHAT IS HE DOING? TRYING TO PAVE THE WAY FOR THE GLORY OF ALL RATS. YOU SEE, THOSE ABOVE KEEP THE RATS DOWN. SWIKER'S VISION, IT'S TOO NARROW. HE WANTS TO LIVE LIKE VERMIN. THAT'S NOT RIGHT. THE RODEN CAN RULE THIS CITY FROM BELOW—CONTROLLING THE WATER, THE FOOD, THE STREETS AT NIGHT. THEY CAN CHOKER THE LIFE OUT OF IT UNTIL IT SUBMITS. BUT SWIKER DOESN'T SEE IT. SO IT'S TIME FOR A NEW LEADER. AND THAT WOULD BE THE MOST HOLY SWEET. HE'S A TRUE VISIONARY. HE SEES THE PATH TO RODEN VICTORY!

SO SHIN HAS BEEN BUSTING HIS RAT ASS TO MAKE SURE THAT SWEET CAN TAKE OVER. IT'S GOT TO BE SMOOTH. GOTTA LOOK AND FEEL RIGHT. OTHERWISE THE OTHER RATS'LL RESIST. AND, TRUTH IS, WE NEED THE RATS FOR THE CULT!

SO SHIN AND KRIM HAVE SCOUTED OUT THE PERFECT TRAP—A LOW CEILINGED OLD SEWER THAT LEADS INTO AN AQUEDUCT OR CISTERN. SWEET HAS ALREADY TOLD SWIKER THAT'S AN EASY IN TO A CHEESE WAREHOUSE. ALL THAT'S LEFT IS TO GET HIM THERE SUPERVISING THE DIGGING. ONCE THE WATER COMES DOWN, IT'LL BE ALL OVER.

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	☐	☐	☐	2	-	F
Teeth	☒ 2	☒ 4	☒ 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 **Squik**

Stock **RODEN**

Age **18**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ If i don't do what the BRAIN
P: ☐ SAYS, he'll sic pinky on me.
D: ☐

F: ☐ WHAT I TAKE is mine;
P: ☐ NOBODY'S GOT A RIGHT to ASK
D: ☐ me to give it up.

F: ☐ My FAMILY MAY BE insane,
P: ☐ BUT they're my family.
D: ☐

Instincts

F: ☐ STEALTH when on the job
P: ☐
D: ☐

F: ☐ ALWAYS keep LOCKPICKS
P: ☐ CONCEALED on person.
D: ☐

F: ☐ If CAUGHT, RUN!
P: ☐
D: ☐

Traits

ACER'S LIKENESS

LARGE EARS

TUNNEL VISION

COAT OF FUR

PACKRAT

SKULKING

COMMUNAL

SKITTISH

GREEDY

ENLARGED INCISORS

COOL-HEADED

QUICK-BLOODED

SOFT STEP (C/O

TAIL

STEALTHY)

Relationships

SWIKER—THE BOSS. HE'S A DICK.

GRISTA—THE BOSS'S GIRL. HUBBA, HUBBA.

SWEER—THE NEST'S NEGOTIATOR. BOSS' BROTHER. VERY CUNNING.

SHIN—A SNEAKY SCAVENGER.

THE BRAIN—HE GIVES US JOBS, BUT TAKES OUR SWAG!

KRIM, THACK AND MOOSH—BRUISERS.

SWEESA—THE BRAIN'S FIRE-MAD ASSISTANT.

SCIFF AND SCOFF—FRIENDLY SCAVENGERS

FINK—THINKS I'M OUT TO GET HIM, BUT HE'S ALRIGHT.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCAVENGER, SNEAK-THIEF

Circles **4**

Let it Ride
Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation

Primary Affiliation

Secondary Reputation

Secondary Affiliation

Resources

Source of Income/Wealth

Resources **0**

Let it Ride
Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Cache/Loans

Debt

Stats

Will **3**

Let it Ride
Successes

tests for advancement

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **5 (6)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **6**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **4**

Let it Ride
Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **7**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

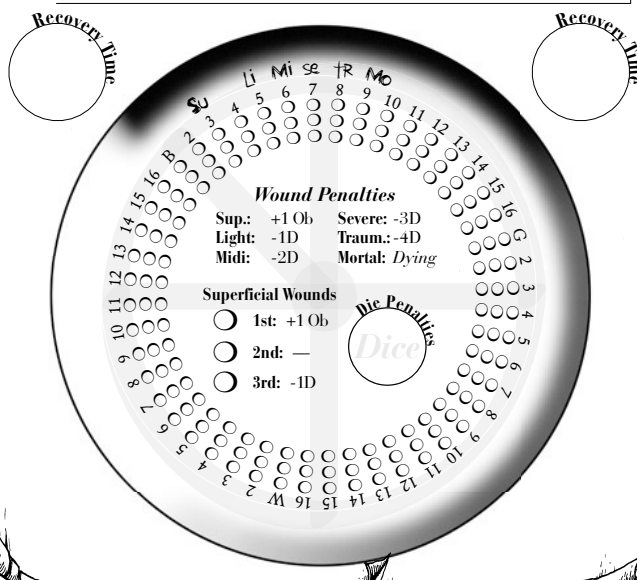
Reflexes **5**

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

Mortal Wound **9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LIR successes

BRAWLING

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

APPRAISAL

2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SCAVENGER

2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SOOTHING PLATITUDES

1

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

STEALTHY

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

LOCKPICK

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

CLIMBING

4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skills

Skills

Skills Being Learned

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

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

Additional Skills

_____	☐	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

Artha and Epiphanies

3 2 4

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

DARK CLOTHES, LOCKPICKS

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	☐	☐	☐	2	-	F
Teeth	3	6	9	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 **GOOD**

Stock **RODEN**

Age **15**

BELOW

Alias

Homeland

Features

Beliefs

F: ☐ I've got to turn in anyone
P: ☐ plotting against the
D: ☐ BOSS—it's for the GOOD of

F: ☐ the FAMILY.
P: ☐ I must make them WANT me,
D: ☐ so I can use it AGAINST them.

F: ☐ I'll make THACK my man
P: ☐ whether he LIKES it or NOT.
D: ☐

Instincts

F: ☐ ALWAYS SPRINKLE the LIES
P: ☐ with a LITTLE TRUTH.
D: ☐

F: ☐ ALWAYS eavesDROP on
P: ☐ nearby CONVERSATIONS.
D: ☐

F: ☐ ALWAYS move
P: ☐ inconspicuously AMONG the
D: ☐ RATS.

Traits

ACER'S LIKENESS

LARGE EARS

TUNNEL VISION

COAT OF FUR

PACKRAT

SKULKING

COMMUNAL

SKITTISH

GREEDY

ENLARGED INCISORS

COWARDLY

QUICK-BLOODED

TWO-FACED

TAIL

(C/O FALSEHOOD)

Relationships

SWIRL—THE BOSS. HE'S NOT AS BAD AS
EVERYONE SAYS HE IS.

GRISTA—BOSS'S GIRL.

SWEER—THE NEST'S FACE-MAN. BOSS'

SKIN—A SCAVENGER WHO'S ALWAYS WATCHING.

BROTHER. VERY CUNNING.

KRIM MOOSH—BRUISERS.

THE BRAIN—THE BOSS' COUSIN AND IDEA
MAN. HE'S A LUNATIC.

THACK—A BROODING, MOODY BRUISER. MY
BELOVED!

SWEESH—THE BRAIN'S CRAZY ASSISTANT.

SKITCH AND SCRATCH—DISGRUNTLED SCRATCHERS.

SQUEE—BAGMAN FOR BOSS. MY PARTNER.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET.**

SCAVENGER, SHITCH

Circles **B 1**

Let it Ride
Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Primary Reputation **1D AS A GOOD RAT**

Primary Affiliation

Secondary Reputation **to CONFIDE in.**

Secondary Affiliation

1D AS A BAD LIAR.

Resources

Source of Income/Wealth

Resources **B 0**

Let it Ride
Successes

Cache/Loans

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Debt

Stats

Will

B 4

Let it Ride
Successes

tests for advancement

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Perception **B 3 (4)**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Power **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Forte **B 3**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Agility **B 4**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed **B 5**

Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Speed Multiplier: **x3.5**

Attributes

Health **B 4**

Let it Ride
Successes

tests for advancement

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Steel **B 4**

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Hesitation **B**

(Hesitation = 10 - Will exp)

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

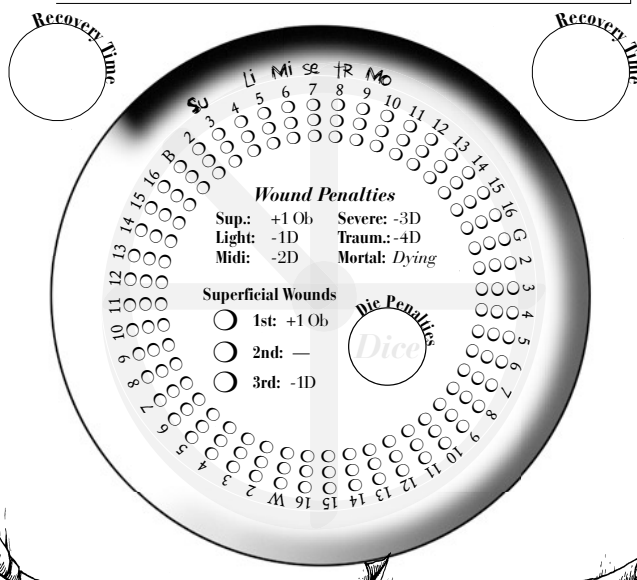
Reflexes **B 4**

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

Mortal
Wound **B 9**

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

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement

Tests needed

LR successes

BRAWLING

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

INCONSPICUOUS

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

SOOTHING PLATITUDES

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

FALSEHOOD

B 4

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

HAGGLING

B 3

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

OBSERVATION

B 2

Routine: ☐ ☐ ☐ ☐
Difficult: ☐ ☐ ☐ ☐
Challenge: ☐ ☐ ☐ ☐

Skills

Skills

Skills Being Learned

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

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

Additional Skills

_____	☐	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

Artha and Epiphanies

3 2 4

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

Nothing But the Clothes on her Back.

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	☐	☐	☐	2	-	F
Teeth	3	6	9	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 **SWEEK the Visionary**

Stock **RODEN**
BELOW

Age **36**

Alias

Homeland

Features

Beliefs

F: ☐ **THOSE WHO STAND IN MY WAY SHALL BE CRUSHED.**
P: ☐
D: ☐
F: ☐ **I AM DESTINED TO RULE THIS NEST AND ALL OF THE BELOW WITH IT!**
P: ☐
D: ☐
F: ☐ **I MUST QUIETLY ELIMINATE MY BROTHER IN ORDER TO TAKE OVER.**
P: ☐
D: ☐

Instincts

F: ☐ **ALWAYS ADD A POEM WHEN YOU CAN.**
P: ☐
D: ☐
F: ☐ **NEVER DESTROY WHAT CAN BE USED LATER FOR GAIN (ALWAYS ATTEMPT TO PARLEY)**
P: ☐
D: ☐
F: ☐ **NEVER REVEAL THE EXISTENCE OF THE CULT TO THE UNINITIATED.**
P: ☐
D: ☐

Traits

ACER'S LIKENESS LARGE EARS TUNNEL VISION
COAT OF FUR PACKRAT SKULKING
COMMUNAL SKITTISH OBSESSED
ENLARGED INCISORS VOW OF SECRECY MEGALOMANIAC
QUICK-BLOODED (+2 OB SOCIAL SKILLS AGAINST) CALM DEMEANOR
TAIL FAITHFUL!

Relationships

SWIKER - MASTERMIND OF THE NEST AND POOR BENIGATED BROTHER (THE FOOL).
GRISA - TRUSTED AND VALUED ASSISTANT AND MESSENGER. SWIKER'S GIRL!
SWEESH - MY SPY IN THE BRAIN'S CAMP. HE'S ALSO THE CULT ARSONIST.
KRIM - CULT ASSASSIN/MURDERER. HE POSES AS A BRUISER.
SHIN - CULT SHADOW/SPY. HE POSES AS A SCAVENGER AND THIEF.
SQUEE - HE'S SOFT-HEARTED AND WEAK-WILLED, BUT LOYAL TO SWIKER. PERHAPS HE CAN BE CONVERTED.

History, Circles, Reputation, Affiliations

Lifepaths **BORN BELOW, GAUNTLET, NEGOTIATOR, INITIATE, PREACHER, VISIONARY**

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

Primary Reputation **2D Rep - THE LEADER OF Primary Affiliation** **2D - Society Roden**
Secondary Reputation **THE CULT OF TRUTH** Secondary Affiliation

Resources

Source of Income/Wealth

Cache/Loans

Debt

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

Stats

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

Perception **4(5)**
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Power **3**
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Forte **3**
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Agility **4**
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Speed **4**
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Speed Multiplier: **x3.5**

Attributes

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

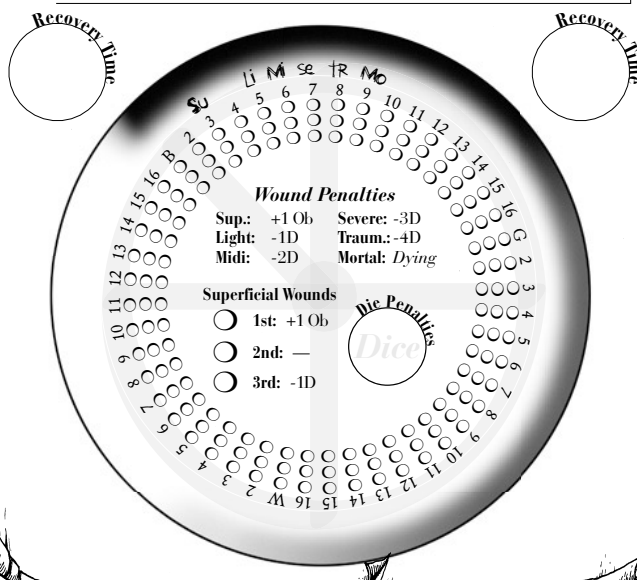
Steel **6**
Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Hesitation **5**
(Hesitation = 10 - Will exp)
FAITH in Me! **5**
Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Reflexes **4**
Average of Per, Agl, Spd
Ref advances as the stats do.

Mortal Wound **9**
Average of Power and Forte (plus 6).
MW advances as the stats do.

Physical Tolerances Wheel



Skill Name

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

BRAWLING

1

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

DOCTRINE

6

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

PERSUASION

5

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

PREACHING

6

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

COMMAND

5

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

ASTROLOGY

3

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

INTERROGATION

6

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

OBSERVATION

5

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

POETRY

3

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Skill Name

Shade/Exponent

Experience for Advancement needed

Tests needed

LR successes

CONSPICUOUS

5

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

Routine: ☐☐☐☐
Difficult: ☐☐☐☐
Challenge: ☐☐☐☐

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

START HERE→

THE DEAL— SWEET is the HEAD OF A CULT CALLED THE SOCIETY. IT'S A SUPER SECRET CULT! IT'S MEMBERS WORSHIP HIM AS A GOD. WHY? BECAUSE SWEET HAS DIVINE VISIONS AND HE CAN USE HIS FAITH TO INFLUENCE ANY RODEN WHO BELIEVES IN HIM.

THAT'S THE RUB. HE'S GOT TO GET THEM TO BELIEVE IN HIM. THE MORE WHO BELIEVE IN HIM, THE MORE POWERFUL HE BECOMES AND THE MORE HE CAN AFFECT THEM.

SWEET'S TWIN BROTHER, SWIKER, IS THE BOSS OF THE NEST. IF SWIKER DISCOVERS SWEET CHALLENGING HIM, HE'LL KILL HIM. SO THE CULT MUST EXIST IN SECRECY UNTIL ALL OF THE NEST ARE MEMBERS.

HOWEVER, SWEET HAS SEEN HIS CHANCE TO TAKE OVER. ONCE AGAIN, SWIKER HAS EATEN ALL THE CHEESE AND LEFT THE NEST WANTING MORE. SO SWEET PLANTED INFORMATION IN HIS EAR ABOUT ANOTHER FAT

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

NEGOTIATOR CLOTHES, VISIONARY ROBES.

CHEESE WAREHOUSE Ripe FOR THE TAKING. HE'S JUST GOT TO GET HIS BOYS TOGETHER AND SET UP A DIG IN A DISUSED SEWER.

THE HITCH? IT'S A TRAP. SWEET HAS TOLD HIS BROTHER WHERE HIS MEN NEED TO DIG IN ORDER TO GET INTO THE WAREHOUSE. BUT THEY'LL BE DIGGING INTO AN AQUEDUCT. ONCE THEY CRACK THE STONE, THE WATER WILL COME POURING OUT AND DROWN THEM. SWEET WILL CLAIM IT WAS AN ACCIDENT AND TAKE OVER THE NEST.

THE DOUBLE HITCH? SWEET HAS TO MAKE SURE THAT SWIKER AND HIS BOYS DROWN. BUT THAT NO ONE ELSE DOES! NO POINT IN RULING A NEST WITH NO RATS.

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	☐	☐	☐	2	-	F
Teeth	2	4	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	_____	