

SVAVELVINTER

CHARACTER SHEET

EXPERIENCES

Description	Used
1. Caught your cousin stealing when you were four but received a beating from your father for telling	<input type="checkbox"/>
2. Became the youngest winner in history of the fencing games at the Toronda in Tricilve at the age of nineteen	<input type="checkbox"/>
3. Tricked the pharmacist Sulidon Rumperlak into helping you take care of baron da Munzga in Tricilve	<input type="checkbox"/>
4.	<input type="checkbox"/>
5.	<input type="checkbox"/>
6.	<input type="checkbox"/>
7.	<input type="checkbox"/>
8.	<input type="checkbox"/>
9.	<input type="checkbox"/>
10.	<input type="checkbox"/>
11.	<input type="checkbox"/>
12.	<input type="checkbox"/>
13.	<input type="checkbox"/>

WEIGHT OF DESTINY:

FATE DICE:

NAME: *Colonel Praanz da Kaelve*

AGE: REPUTATION: TRADE:

ORIGIN: HOME:

APPEARANCE: *Tall, often dressed in full field uniform. Straight and sober face.*

LANGUAGES:



DESTINY: *To remain unflinchingly upright and unbending, like an oak facing a storm*

BANE: *A spot pattern on his torso that betrays his primitive Skecker ancestry is a source of self doubt and undermines his confidence*

TEMPORARY GOAL: *Protect the interests of the Tracorion Empire on Marjura, or at least contribute enough to its interests to avoid facing the death penalty through court martial on return to Tracorion*

FRIA LIGAN

ABILITIES

Ability: *Swordplay* Level: *2*
 Expertises:

Ability: *Command* Level: *1*
 Expertises:

Ability: Level:
 Expertises:

CONSEQUENCES OF MISERY

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CHARACTER'S SHADOW POWER:

SHADOW COMMAND:

SVAVELVINTER

CHARACTER SHEET

OTHER PLAYER CHARACTERS

Name: *Sulidon Rumperlak*

Relation: *Contempt, reluctant pity. You suspect that Sulidon has links to the Shagulites.*

Knowledge:

Name: *Nin Hallaska*

Relation: *Dislike, suspicion. Nin Hallaska is a rival within Digeta Longa, the Tracorian secret police.*

Knowledge:

Name: *Trovinder of Hons*

Relation: *Dislike. Trinsmyrians can't be trusted.*

Knowledge:

Name:

Relation:

Knowledge:

PLAYER'S SHADOW POWER

Name:

Strategic goal:

Resources	Level
1.	
2.	
3.	
4.	
5.	

Spheres	Influence	Spheres	Influence

REGULAR TEST

- Pick basic dice (white) equal to blood plus bonus dice.
- You get a bonus for tools, cooperation, enemy's misery and knowledge of enemy.
- Pick number of fate dice (black) to use up to ability level.
- Roll all dice. Successes on four or higher.
- Compare successes with difficulty or opponents roll.
- If you succeed, your **LS** is set by number of sixes rolled.
- If you fail you may use an experience to reroll any dice of your choice. Mark off the experience.

MISERY

- » There are four kinds of misery: doubt, fear, exhaustion and damage.
- » When you win in a conflict your opponent suffers misery equal to **LS** plus 1 (or weapon damage)
- » When a misery exceeds corresponding blood value you are broken by misery.
- » To reduce misery one step you may choose to suffer a consequence.
- » To reduce misery two steps you may choose to suffer a permanent consequence.

GAINING NEW FATE DICE

- » Sacrifice something or risk something for your destiny. Gain 1-2 **FD** immediately.
- » Suffer from your bane. Gain 1 **FD** immediately.
- » Abandon your destiny forever. Gains 3 **FD** immediately.
- » Strive toward your temporary goal. Gain **FD** after session.
- » Perform a feat. Gain 1 or 2 **FD** immediately.

ARMOUR

Armour	Limit.	Protect.
<i>Light armour</i>	2	1

WEAPONS

Weapon	Name	Grip	Weight	Length	Damage	Range
<i>Longsword</i>	<i>Mormorian</i>	<i>1h</i>	3	3	2	
<i>Sword</i>	<i>Stabat Cordis</i>	<i>1h</i>	2	2	1	

EQUIPMENT

- The sabre Mormorian (Longsword)*
- The short sword Stabat Cordis (Sword)*
- Written mandate signed by Duke Ialsop*
- Light armour*
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ODDS & ENDS

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WEALTH

- DESTITUTE
- POOR
- COMFORTABLE
- PROSPEROUS
- WEALTHY
- RICH
- AFFLUENT
- OPULENT

Reduced: Treasure:

SVAVELVINTER

CHARACTER SHEET

EXPERIENCES

Description	Used
1. Were humiliated and shunned by her cousins as twelve year old after having outshone them all in cunning and marksmanship	<input type="checkbox"/>
2. Swept aside her opponents in the examination struggle at the academy of Digeta Longa with the best result the school had ever seen	<input type="checkbox"/>
3. Started using the psychostimulant sinkakla, and became an addict	<input type="checkbox"/>
4.	<input type="checkbox"/>
5.	<input type="checkbox"/>
6.	<input type="checkbox"/>
7.	<input type="checkbox"/>
8.	<input type="checkbox"/>
9.	<input type="checkbox"/>
10.	<input type="checkbox"/>
11.	<input type="checkbox"/>
12.	<input type="checkbox"/>
13.	<input type="checkbox"/>

WEIGHT OF DESTINY:

FATE DICE:

NAME: *Captain Nin Hallaska*

AGE: REPUTATION: TRADE:

ORIGIN: HOME:

APPEARANCE: *Sharp features, piercing and inquisitive eyes that never seem to rest*

LANGUAGES:



DESTINY: *To climb in Kastyke's creation at the expense of others*

BANE: *Believes that everyone is out to get her*

TEMPORARY GOAL: *To collect evidence that Praanz da Kaelve is a traitor to the realm, or at least incompetent*

ABILITIES

Ability: *Plotmaker* Level: *1*
 Expertises:

Ability: *Marksmanship* Level: *1*
 Expertises:

Ability: *Swordplay* Level: *1*
 Expertises:

Ability: Level:
 Expertises:

Ability: Level:
 Expertises:

Ability: Level:
 Expertises:

CONSEQUENCES OF MISERY

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CHARACTER'S SHADOW POWER:

SHADOW COMMAND:

SVAVELVINTER

CHARACTER SHEET

OTHER PLAYER CHARACTERS

Name: *Sulidon Rumperlak*

Relation: *Contempt, suspicion. You suspect that Sulidon has some connection to Praanz da Kaelve.* **Knowledge:**

Name: *Praanz da Kaelve*

Relation: *Admiration, rivalry. The colonel is your role model, but also your greatest rival.* **Knowledge:**

Name: *Trovinder of Hons*

Relation: *Suspicion, curiosity. This young nobleman is not what he seems.* **Knowledge:**

Name:

Relation: **Knowledge:**

PLAYER'S SHADOW POWER

Name:

Strategic goal:

Resources	Level
1.	
2.	
3.	
4.	
5.	

Spheres	Influence	Spheres	Influence

REGULAR TEST

- Pick basic dice (white) equal to blood plus bonus dice.
- You get a bonus for tools, cooperation, enemy's misery and knowledge of enemy.
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- Compare successes with difficulty or opponents roll.
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MISERY

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GAINING NEW FATE DICE

- » Sacrifice something or risk something for your destiny. Gain 1-2 **FD** immediately.
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- » Perform a feat. Gain 1 or 2 **FD** immediately.

ARMOUR

Armour	Limit.	Protect.

WEAPONS

Weapon	Name	Grip	Weight	Length	Damage	Range
	<i>Sword</i>	<i>1h</i>	<i>2</i>	<i>2</i>	<i>1</i>	
	<i>Short bow</i>	<i>2h</i>	<i>1</i>		<i>1</i>	<i>Short</i>

EQUIPMENT

- Sword*
- Short bow*
- Ink, pen and parchment*
- Mandate from Poda Arux*
- Enough sinkakla for four daily doses*
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ODDS & ENDS

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WEALTH

- DESTITUTE
- POOR
- COMFORTABLE
- PROSPEROUS
- WEALTHY
- RICH
- AFFLUENT
- OPULENT

Reduced: **Treasure:**

SVAVELVINTER

CHARACTER SHEET

EXPERIENCES

Description	Used
1. Saw her adopted father beat his concubine, Almas mother, to death. He was struck by remorse and adopted the girl.	<input type="radio"/>
2. As a young noblewoman, she stabbed an intoxicated suitor who was taking liberties, and ran away to take refuge with RhabdoRana	<input type="radio"/>
3. Had a vision of Ghungakk as a novice, and was convinced that she has been chosen for a special fate and destiny	<input type="radio"/>
4.	<input type="radio"/>
5.	<input type="radio"/>
6.	<input type="radio"/>
7.	<input type="radio"/>
8.	<input type="radio"/>
9.	<input type="radio"/>
10.	<input type="radio"/>
11.	<input type="radio"/>
12.	<input type="radio"/>
13.	<input type="radio"/>

WEIGHT OF DESTINY:

FATE DICE:

NAME: *Trovinder of Hons (Alma)*

AGE: REPUTATION: TRADE:

ORIGIN: HOME:

APPEARANCE: *Young, wealth noble with expensive clothing and an arrogant air*

LANGUAGES:



DESTINY: *To serve the gods and be their tool in the world*

BANE: *Suffers badly from the distance to the collective mind of her brothers and sisters in the sect, which leads to headaches, lack of sleep and despondency*

TEMPORARY GOAL: *Discretely return Fingolf Silverhammer to Trinsmyre, ideally alive but dead if need be*

ABILITIES

Ability: *Assassin* Level: *2*
 Expertises:

Ability: *Poisoner* Level: *1*
 Expertises:

Ability: Level:
 Expertises:

CONSEQUENCES OF MISERY

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CHARACTER'S SHADOW POWER:

SHADOW COMMAND:

SVAVELVINTER

CHARACTER SHEET

OTHER PLAYER CHARACTERS

Name: *Sulidon Rumperlak*

Relation: *Contempt. This pathetic apothecary has connections to the Shagulites and could be useful.*

Knowledge:

Name: *Nin Hallaska*

Relation: *Suspicion. Claims to be a tax auditor, but hides a drug addiction.*

Knowledge:

Name: *Praanz da Kaelve*

Relation: *Respect. The serious-minded colonel is a force to be reckoned with.*

Knowledge:

Name:

Relation:

Knowledge:

PLAYER'S SHADOW POWER

Name:

Strategic goal:

Resources	Level
1.	
2.	
3.	
4.	
5.	

Spheres	Influence	Spheres	Influence

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- » Perform a feat. Gain 1 or 2 **FD** immediately.

ARMOUR

Armour	Limit.	Protect.

WEAPONS

Weapon	Name	Grip	Weight	Length	Damage	Range
	<i>Killer sickle</i>	<i>1h</i>	<i>1</i>	<i>1</i>	<i>1</i>	
	<i>Combat scythe</i>	<i>2h</i>	<i>2</i>	<i>3</i>	<i>2</i>	
	<i>Throwing knife/Dagger</i>	<i>1h</i>	<i>1</i>	<i>-/1</i>	<i>1</i>	<i>1/-</i>

EQUIPMENT

- Killer sickle*
- Combat scythe*
- Throwing knives*
- Dagger*
- Make-up kit*
- Four doses of lethal poison*
- Garotte*
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ODDS & ENDS

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Reduced: **Treasure:**

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EXPERIENCES

Description	Used
1. Was sickly as a child and learned a lot about the influence and power of herbs and drugs	<input type="checkbox"/>
2. Tricked a beautiful noblewoman into taking a love potion, but the dosage was off and the lady died	<input type="checkbox"/>
3. Many years in the yellow fog of the sulphur swamp has inured you of most types of hardship and suffering	<input type="checkbox"/>
4.	<input type="checkbox"/>
5.	<input type="checkbox"/>
6.	<input type="checkbox"/>
7.	<input type="checkbox"/>
8.	<input type="checkbox"/>
9.	<input type="checkbox"/>
10.	<input type="checkbox"/>
11.	<input type="checkbox"/>
12.	<input type="checkbox"/>
13.	<input type="checkbox"/>

WEIGHT OF DESTINY:

FATE DICE:

NAME: *Sulidon Rumperlak*

AGE: REPUTATION: TRADE:

ORIGIN: HOME:

APPEARANCE: *Small, bent, always dressed in healer's gown and mushroom shaped cap.*

LANGUAGES:



DESTINY: *To be harassed and tortured until the end of his days*

BANE: *Physically and mentally weak with low self esteem*

TEMPORARY GOAL: *To get back to Tracorria at any cost*

ABILITIES

Ability: *Make poison* Level: *2*
 Expertises:

Ability: *Healing* Level: *1*
 Expertises:

Ability: Level:
 Expertises:

CONSEQUENCES OF MISERY

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CHARACTER'S SHADOW POWER:

SHADOW COMMAND:

SVAVELVINTER

CHARACTER SHEET

OTHER PLAYER CHARACTERS

Name: *Praanz da Kaelve*

Relation: *Inferiority, hatred. You loathe him, but he is the only one who can get you back to Tracoria.*

Knowledge:

Name: *Nin Hallaska*

Relation: *Fear. The captain can read you like an open book.*

Knowledge:

Name: *Trovinder of Hons*

Relation: *Curiosity. What brings a young nobleman to a place such as Marjura?*

Knowledge:

Name:

Relation:

Knowledge:

PLAYER'S SHADOW POWER

Name:

Strategic goal:

Resources	Level
1.	
2.	
3.	
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ARMOUR

Armour	Limit.	Protect.

WEAPONS

Weapon	Name	Grip	Weight	Length	Damage	Range
<i>Dagger</i>		<i>1h</i>	<i>1</i>	<i>1</i>	<i>1</i>	

EQUIPMENT

- Dagger*
- Pharmacist's bag*
- Medical bag*
- Three doses lethal poison*
- Four doses sleeping draught*
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ODDS & ENDS

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Reduced: **Treasure:**