

SVAVELVINTER

CHARACTER SHEET

EXPERIENCES

Description	Used
1.	<input type="radio"/>
2.	<input type="radio"/>
3.	<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:



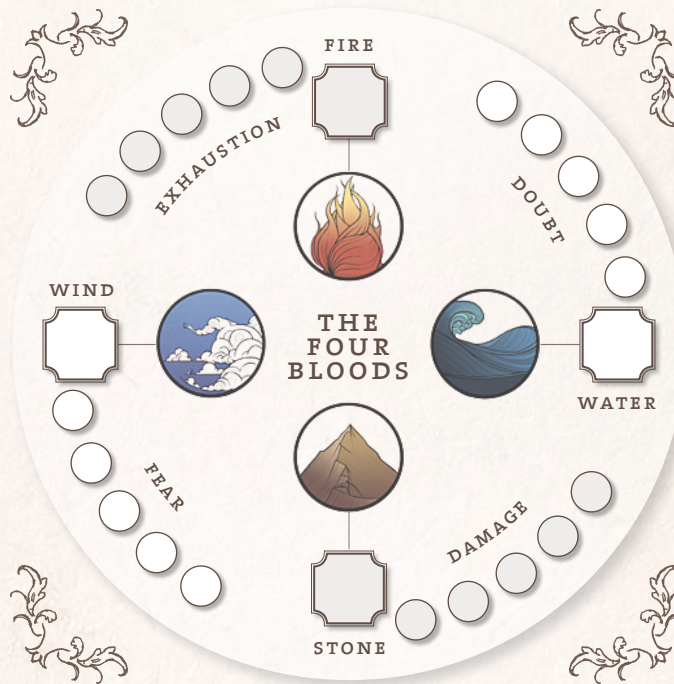
NAME:

AGE: REPUTATION: TRADE:

ORIGIN: HOME:

APPEARANCE:

LANGUAGES:



DESTINY:

BANE:

TEMPORARY GOAL:

ABILITIES

Ability: Level:

Expertises:

Ability: Level:

Expertises:

Ability: Level:

Expertises:

Ability: Level:

Expertises:

Ability: Level:

Expertises:

Ability: Level:

Expertises:

CONSEQUENCES OF MISERY

1.

2.

3.

CHARACTER'S SHADOW POWER:

SHADOW COMMAND:

SVAVELVINTER

CHARACTER SHEET

OTHER PLAYER CHARACTERS

Name:	
Relation:	<input type="radio"/>
Knowledge:	
Name:	
Relation:	<input type="radio"/>
Knowledge:	
Name:	
Relation:	<input type="radio"/>
Knowledge:	
Name:	
Relation:	<input type="radio"/>
Knowledge:	

PLAYER'S SHADOW POWER

Name:	
Strategic goal:	
Resources	Level
1.	
2.	
3.	
4.	
5.	
Spheres	Influence
Spheres	Influence

REGULAR TEST

1. Pick basic dice (white) equal to blood plus bonus dice.
2. You get a bonus for tools, cooperation, enemy's misery and knowledge of enemy.
3. Pick number of fate dice (black) to use up to ability level.
4. Roll all dice. Successes on four or higher.
5. Compare successes with difficulty or opponents roll.
6. If you succeed, your **LS** is set by number of sixes rolled.
7. 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.

EQUIPMENT

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

ODDS & ENDS

WEALTH

1. DESTITUTE	<input type="radio"/>
2. POOR	<input type="radio"/>
3. COMFORTABLE	<input type="radio"/>
4. PROSPEROUS	<input type="radio"/>
5. WEALTHY	<input type="radio"/>
6. RICH	<input type="radio"/>
7. AFFLUENT	<input type="radio"/>
8. OPULENT	<input type="radio"/>

Reduced: Treasure:

WEAPONS

Weapon	Name	Grip	Weight	Length	Damage	Range