



Name: \_\_\_\_\_  
 Cults & Time Usage: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 Culture: \_\_\_\_\_

Hero points: \_\_\_\_\_

	Critical	Success	Failure	Fumble
Even	Minor V	Major V	Complete V	
Narrator determines	Transfer 1.0x	Transfer 2.0x	Transfer 3.0x	
Minor D	Even	Minor V	Major V	
Transfer 1.0x	Low roll; marginal V Loser forfeit 0.5x	Forfeit 1.0x	Forfeit 2.0x	
Major D	Minor D	Even	Minor V	
Transfer 2.0x	Forfeit 1.0x	Both Forfeit 1.0x	Forfeit 1.0x	
Complete D	Major D	Minor D	Even	
Transfer 3.0x	Forfeit 2.0x	Forfeit 1.0x	Both Forfeit 2.0x	

Hero points usage \_\_\_\_\_  
 Left: mark the circles according to your time usage per cult/subcult. (See time usage in percents for cults etc.)  
 Below: mark (use non-permanent pencil) your Hero Point usage, to see whether the point is free to use or reserved for specific cult (See cult)

### Possessions & Wealth

All will get share  
 by their deeds

### Skills

Violence is always an option!

### Relationships

There is always An Other way.

### Magical Abilities

No-one can make you do anything

### Personality

That will be revenged

### Attributes

Beard or nohing



### Followers

### SWORD -

### SHIELD -

### SPEAR -

### Back Boy -