Name:

Cults & Time Usage:

Description:

Culture:

Hero points:

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

	Critical	Success	Failure	Fumble
Critical	*Even* Narrator determines	Minor V Transfer 1,0x	Major V Transfer 2,0x	Complete V Transfer 3,0x
Success	Minor D Transfer 1,0x	*Even* **Low roll; marginal V** Loser forfeit 0,5x	Minor V Forfeit 1,0x	Major V Forfeit 2,0x
Failure	Major D Transfer 2,0x	Minor D Forfeit 1,0x	*Even* **Both** Forfeit 1,0x	Minor V Forfeit 1,0x
Fumble	Complete D Transfer 3,0x	Major D Forfeit 2,0x	Minor D Forfeit 1,0x	*Even* **Both** Forfeit 2,0x

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 - _____

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