

# SAMPLE CHARACTER: WEED

This is Edweeda 'Weed' Darktree, a Trucarean Elf and former Faery assassin of the La Belle Dame Sans Merci. When you create your characters sheet, it will look similar to Weed's core stats, assets (path, companions, combat talents, rituals), vows and bonds.

MOMENTUM		EDWEEDA 'WEED' DARKTREE		STATUS			START ALL AT +5				
+10		<b>DESCRIPTION KEYWORDS</b>	<b>ASSETS: PATH</b> <small>START WITH THREE ASSETS</small>	<b>HEALTH</b>	<b>SPRINT</b>	<b>SUPPLY</b>					
+9		<i>Sneaky, wicked, deadly</i>	<i>Banner-sworn</i>	+5	+5	+5					
+8		<i>Loyal, broken, borderline evil</i>	<b>ASSETS: COMPANIONS</b>	+4	+4	+4					
+7				+3	+3	+3					
+6			<b>ASSETS: COMBAT TALENTS</b>	+2	+2	+2					
+5		<b>EQUIPMENT</b>	<i>Duelist</i>	+1	+1	+1					
+4		<i>Unlimited credit - credit card</i>	<b>ASSETS: MAGIC RITUALS</b>	0	0	0					
+3		<i>(2) Snowbound short swords</i>	<i>Hawthorne wand</i>								
+2		<i>Her hat</i>									
+1		<i>Ancient gold and jewels stash</i>									
0		<b>BONDS</b>	<b>VOWS</b>	<b>CORE STATS</b> <small>SET WITH 3, 2, 2, 1, 1</small>							
-1		<small>WHEN YOU SUCCESSFULLY FORGE A BOND, YOU MARK PROGRESS (ONE TICK MARK WITH A)</small>	<i>Pay back fae who imprisoned her</i>	<b>EDGE</b>	<b>HEART</b>	<b>IRON</b>	<b>SHADOW</b>	<b>WITS</b>			
-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> TROUBLESOME <input type="radio"/> DANGEROUS <input type="radio"/> FORMIDABLE <input checked="" type="radio"/> EXTREME <input type="radio"/> EPIC	4	2	1	1	2			
-3		<small>RECORD NAMES OF NPCs AND LOCATIONS</small>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>EXPERIENCE</b> <small>FILL IN A COMPLETE CIRCLE FOR EACH POINT</small>							
-4		<i>Sans Merci</i>	<i>Collect her debt from the adventurers</i>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>							
-5		<i>Emil Longarms</i>	<input type="radio"/> TROUBLESOME <input type="radio"/> DANGEROUS <input checked="" type="radio"/> FORMIDABLE <input type="radio"/> EXTREME <input type="radio"/> EPIC	<b>DEBILITIES</b>							
-6		<i>La Belle Dame Sans Merci</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> WOUNDED <input type="checkbox"/> UNPREPARED <input type="checkbox"/>							
		<i>Nivia of the Snowbound</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> SHAKEN <input type="checkbox"/> ENCUMBERED <input type="checkbox"/>							
		<i>Human Adventurers on Untrodden Ways</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> BANES <input type="checkbox"/> MAIMED <input checked="" type="checkbox"/> CORRUPTED <input type="checkbox"/>							
		<i>Citronellans Tribe</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> BURDENS <input checked="" type="checkbox"/> CURSED <input type="checkbox"/>							
		<b>MOMENTUM</b> <small>START MAX AT +10; RESET AT +4</small>	<input type="radio"/> TROUBLESOME <input type="radio"/> DANGEROUS <input type="radio"/> FORMIDABLE <input type="radio"/> EXTREME <input type="radio"/> EPIC								
		90									
			<small>MAX +10 RESET -4</small>								



**PATH**  
**BANNER-SWORN**

Name: *La Belle Dame Sans Merci*

Once you mark a bond with a leader or faction.

- When you **Swear a Vow** to serve your leader or faction on a mission, you may reroll any dice. When you **Fulfill Your Vow** and mark experience, take +1 experience.
- When you **Sojourn** or **Make Camp** in the company of your banner-kin, add +1 and take +1 momentum on a hit.
- When you **Enter the Fray** bearing your banner, add +1 and take +1 momentum on a hit. When you burn momentum while carrying your banner in combat, take +1 momentum after you rest.
- When drawing on the power of your liege, add their **Level Ranking** to increase that **Core Stat**.

Path Card

**COMBAT TALENT**  
**DUELIST**

If you wield a bladed weapon in each hand.

- When you **Strike** or **Clash** you may add +2. If you do (decide before rolling), inflict +1 harm on a strong hit and count a weak hit as a miss.
- Once per fight, when you **Secure an Advantage** edge by making a bold display of your combat prowess, you may reroll any dice.
- When you **Draw the Circle**, choose one (before rolling):
  - Add +2.
  - Take +2 momentum on a hit.

Combat Talent Card

**ASSET TYPE**  
**MAGIC WAND**

In the modern world, to shortcut performing an entire ritual, magic users apply enchanted items like wands. When using the wand you can immediately perform a magic-based action.

- Strong Hit:** Add +2 to your action score.
- Weak Hit:** Add +1 to your action score.
- Miss:** No benefits. You drop the wand and lose initiative.
- Matches Miss:** Your Wand snaps. Subtract 1 from your supply.

Asset Card

**MOMENTUM**

+10
+9
+8
+7
+6
+5
+4
+3
+2
+1
0
-1
-2
-3
-4
-5
-6

# EDWEEDA 'WEED' DARKTREE

**DESCRIPTION KEYWORDS**

Snarky, wicked, deadly  
 Loyal, broken, borderline evil

**EQUIPMENT**

Unlimited credit - credit card  
 (2) Snowbound short swords  
 Her hat  
 Ancient gold and jewels stash

**BONDS**

WHEN YOU SUCCESSFULLY FORGE A BOND, YOU MARK PROGRESS (ONE TICK). START WITH 3.

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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RECORD NAMES OF NPCs AND LOCATIONS

Sans Merci  
 Emil Longarms  
 La Belle Dame Sans Merci  
 Nivia of the Snowbound  
 Human Adventurers on Untrodden Ways  
 Citronellans Tribe

**MOMENTUM**

START MAX AT +10 | RESET AT +2

MAX +10 RESET +4

**ASSETS: PATH**

PICK 3

Banner-sworn

**ASSETS: COMPANIONS**

**ASSETS: COMBAT TALENTS**

Duelist

**ASSETS: MAGIC RITUALS**

Hawthorne wand

**VOWS**

Pay back Fae who imprisoned her

TROUBLESOME  DANGEROUS  FORMIDABLE  
 EXTREME  EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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Collect her debt from the adventurers

TROUBLESOME  DANGEROUS  FORMIDABLE  
 EXTREME  EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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Free the citrillean tribe

TROUBLESOME  DANGEROUS  FORMIDABLE  
 EXTREME  EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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TROUBLESOME  DANGEROUS  FORMIDABLE  
 EXTREME  EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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**STATUS**

START ALL AT +5

HEALTH	SPIRIT	SUPPLY
+5	+5	+5
+4	+4	+4
+3	+3	+3
+2	+2	+2
+1	+1	+1
0	0	0
HEALTH	SPIRIT	SUPPLY

**CORE STATS**

SET WITH 3, 2, 2, 1, 1

EDGE	HEART	IRON	SHADOW	WITS
4	2	1	1	2

**Edge:** Quickness, agility, and prowess in ranged combat.  
**Heart:** Courage, willpower, empathy, sociability, and loyalty.  
**Iron:** Physical strength, endurance, aggressiveness, and prowess in close combat.  
**Shadow:** Sneakiness, deceptiveness, and cunning.  
**Wits:** Expertise, knowledge, and observation.

**EXPERIENCE**

FILL IN A COMPLETE CIRCLE FOR EACH POINT

<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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**DEBILITIES**

**CONDITIONS**

WOUNDED  UNPREPARED  \_\_\_\_\_  
 SHAKEN  ENCUMBERED  \_\_\_\_\_

**BANES**

MAIMED  CORRUPTED  \_\_\_\_\_

**BURDENS**

CURSED  TORMENTED  \_\_\_\_\_