

## CIRCLE OF HANDS CIRCLE KNIGHT

NAME Berthold HOMELAND Famberge SEX M

### TRAITS

- ☒ Brave (+2 Quickness)  
☐ Cunning (+2 Wits)  
☐ Romantic (+2 Charm)  
☐ Ambitious (+1 Quickness +1 Wits)  
☒ Brutal (+1 Brawn +1 Charm)

### PROFESSIONS

- ☐ Artisan (specific) ☐ Merchant  
☐ Entertainer (low)\* ☐ Outdoorsman  
☐ Entertainer (high)\* ☐ Priest  
☐ Fisherman ☐ Sailor  
☐ Farmer ☐ Scholar  
☐ Martial (low)\* ☐ Wizard (must have at least one other profession)  
☒ Martial (high)\*

\*Can be either low or high

### FEATURE

- ☐ Tattooing  
☐ Slender build  
☐ Mismatched eyes  
☐ Distinctive work-related injury  
☐ One piece of bright clothing  
☐ Metal ornament  
☒ Blaze  
☐ Emblem  
☐ Facial scar  
☐ Well-groomed

### DEMEANOR

- ☐ Shy  
☒ Friendly  
☐ Blunt  
☐ Formal  
☐ Fierce  
☐ Stoic  
☐ Serene

### SOCIAL RANK

- ☐ Peasant (If Farmer, Fisherman or Entertainer (low))  
☐ Freeman (If Outdoorsman, Sailor, Martial (low) or Priest)  
☐ Professional (If Scholar, Artisan, Merchant or Entertainer (high))  
☒ Gentry (If Martial (high))

### ARMING

- Mark which weapons and armor you know how to use (by Social Rank).
- |                               |   |  |   |
|-------------------------------|---|--|---|
| <input type="radio"/> Knife   | <input type="radio"/> Sling               | <input checked="" type="radio"/> Spear | <input checked="" type="radio"/> Round Shield |
| <input type="radio"/> Hatchet | <input checked="" type="radio"/> Bow      | <input checked="" type="radio"/> Sword | <input checked="" type="radio"/> Kite Shield  |
| <input type="radio"/> Club    | <input type="radio"/> Hand Axe            | <input type="radio"/> Francisca        | <input checked="" type="radio"/> Cone Helmet  |
| <input type="radio"/> Staff   | <input checked="" type="radio"/> Crossbow | <input type="radio"/> Great Axe        | <input checked="" type="radio"/> Spangenhelm  |
|                               | <input type="radio"/> Whip                | <input type="radio"/> Chained Mace     | <input checked="" type="radio"/> Gambeson     |
|                               |   |  | <input checked="" type="radio"/> Mail         |

### KEY EVENT

The moment my sword went throw my sons neck, the demon's were singing and the house was alived for axe against me. I mean something had to be done

### GIFTS

### MARKS

## CIRCLE OF HANDS CIRCLE KNIGHT

BRAWN 8 QUICKNESS 8 WITS 4 CHARM 3

### BRAWN

### QUICKNESS

### WITS

### CHARM

### ARMING

- Note which weapons and armor you have with you right now.
- |                               |                                |  |  |
|-------------------------------|--------------------------------|--|--|
| <input type="radio"/> Knife   | <input type="radio"/> Sling    | <input type="radio"/> Spear            | <input type="radio"/> Round Shield (4)           |
| <input type="radio"/> Hatchet | <input type="radio"/> Bow      | <input checked="" type="radio"/> Sword | <input checked="" type="radio"/> Kite Shield (4) |
| <input type="radio"/> Club    | <input type="radio"/> Hand Axe | <input type="radio"/> Francisca        | <input type="radio"/> Cone Helmet (2)            |
| <input type="radio"/> Staff   | <input type="radio"/> Crossbow | <input type="radio"/> Great Axe        | <input checked="" type="radio"/> Spangenhelm (3) |
|                               |                                | <input type="radio"/> Chained Mace     | <input checked="" type="radio"/> Gambeson (3)    |
|                               |                                |  | <input checked="" type="radio"/> Mail (6)        |

Number is Protection value

### COMMITMENT

During a clash, you have double your current Quickness to split between attack and defense. Use this space to note your split values.

### ATTACK

### DEFENSE

### TOTAL PROTECTION

### CURRENT BRAWN

### CURRENT QUICKNESS

### SPELLS

Wizards have every spell. Non-Wizards have spell points equal to Wits, split between Amboriyon and Rbaja. Note those spells here.

Walk  
Restore 000

### OATHS

You can swear one Oath per venture, to either Rbaja or Amboriyon. When you act to fulfill your Oath, roll an extra 1d6, and gain color points equal to that die value in addition to the results of your action.

"I WILL \_\_\_\_\_"

Casting spells costs Brawn equal to their point value.

Every time you cast a spell, you gain points on the chart below, filling in from the appropriate end towards the middle (dark circles for Rbaja, open circle for Amboriyon). If you have 9 points of all one color, gain a Gift and check for a Mark of that color.

Rbaja \_ \_ \_ \_ \_ Amboriyon

# CIRCLE OF HANDS CIRCLE KNIGHT

NAME Elmo HOMELAND Rolke SEX M

## TRAITS

- ☒ Brave (+2 Quickness)
- ☐ Cunning (+2 Wits)
- ☒ Romantic (+2 Charm)
- ☐ Ambitious (+1 Quickness +1 Wits)
- ☐ Brutal (+1 Brawn +1 Charm)

## PROFESSIONS

- ☐ Artisan (specific)
- ☐ Entertainer (low)\*
- ☐ Entertainer (high)\*
- ☐ Fisherman
- ☐ Farmer
- ☐ Martial (low)\*
- ☐ Martial (high)\*
- ☐ Merchant
- ☐ Outdoorsman
- ☐ Priest
- ☒ Sailor
- ☐ Scholar
- ☐ Wizard (must have at least one other profession)

\*Can be either low or high

## FEATURE

- ☐ Tattooing
- ☐ Slender build
- ☐ Mismatched eyes
- ☐ Distinctive work-related injury
- ☐ One piece of bright clothing
- ☒ Metal ornament
- ☐ Blaze
- ☐ Emblem
- ☐ Facial scar
- ☐ Well-groomed

## DEMEANOR

- ☐ Shy
- ☐ Friendly
- ☐ Blunt
- ☒ Formal
- ☐ Fierce
- ☐ Stoic
- ☐ Serene

## SOCIAL RANK

- ☐ Peasant (If Farmer, Fisherman or Entertainer (low))
- ☒ Freeman (If Outdoorsman, Sailor, Martial (low) or Priest)
- ☐ Professional (If Scholar, Artisan, Merchant or Entertainer (high))
- ☐ Gentry (If Martial (high))

## ARMING

- Mark which weapons and armor you know how to use (by Social Rank).
- |  |                                |  |   |
|--|--------------------------------|--|---|
| <input checked="" type="radio"/> Knife | <input type="radio"/> Sling    | <input checked="" type="radio"/> Spear | <input checked="" type="radio"/> Round Shield |
| <input type="radio"/> Hatchet          | <input type="radio"/> Bow      | <input type="radio"/> Sword            | <input checked="" type="radio"/> Kite Shield  |
| <input type="radio"/> Club             | <input type="radio"/> Hand Axe | <input type="radio"/> Francisca        | <input checked="" type="radio"/> Cone Helmet  |
| <input type="radio"/> Staff            | <input type="radio"/> Crossbow | <input type="radio"/> Great Axe        | <input type="radio"/> Spangenhelm             |
|  | <input type="radio"/> Whip     | <input type="radio"/> Chained Mace     | <input checked="" type="radio"/> Gambeson     |
|  |                                |  | <input checked="" type="radio"/> Mail         |

## KEY EVENT

The ship broke down in a storm. It didn't feel like a natural storm. The circle saved Elmo from succumbing to the waves. Every thing he knew was gone so he joined the circle.

## GIFTS

## MARKS

# CIRCLE OF HANDS CIRCLE KNIGHT

BRAWN 6 QUICKNESS 7 WITS 3 CHARM 7

BRAWN 4 QUICKNESS    WITS    CHARM   

## ARMING

- Note which weapons and armor you have with you right now.
- |                               |                                |  |   |
|-------------------------------|--------------------------------|--|---|
| <input type="radio"/> Knife   | <input type="radio"/> Sling    | <input checked="" type="radio"/> Spear | <input checked="" type="radio"/> Round Shield (4) |
| <input type="radio"/> Hatchet | <input type="radio"/> Bow      | <input type="radio"/> Sword            | <input type="radio"/> Kite Shield (4)             |
| <input type="radio"/> Club    | <input type="radio"/> Hand Axe | <input type="radio"/> Francisca        | <input type="radio"/> Cone Helmet (2)             |
| <input type="radio"/> Staff   | <input type="radio"/> Crossbow | <input type="radio"/> Great Axe        | <input type="radio"/> Spangenhelm (3)             |
|                               |                                | <input type="radio"/> Chained Mace     | <input checked="" type="radio"/> Gambeson (3)     |
|                               |                                |  | <input checked="" type="radio"/> Mail (6)         |

Number is Protection value

## COMMITMENT

During a clash, you have double your current Quickness to split between attack and defense. Use this space to note your split values.

### ATTACK

### DEFENSE

## TOTAL PROTECTION

## CURRENT BRAWN

## CURRENT QUICKNESS

## SPELLS

Wizards have every spell. Non-Wizards have spell points equal to Wits, split between Amboriyon and Rbaja. Note those spells here.

Repair 0  
Deamon 2 00

## OATHS

You can swear one Oath per venture, to either Rbaja or Amboriyon. When you act to fulfill your Oath, roll an extra rd6, and gain color points equal to that dies value in addition to the results of your action.

"I WILL protect Ostrode from the curse that has fallen upon them."

Casting spells costs Brawn equal to their point value.

Every time you cast a spell, you gain points on the chart below, filling in from the appropriate end towards the middle (dark circles for Rbaja, open circle for Amboriyon). If you have 9 points of all one color, gain a Gift and check for a Mark of that color.

Rbaja 0 0 0 0 0 0 0 0 0 Amboriyon

## CIRCLE OF HANDS CIRCLE KNIGHT

NAME Cora HOMELAND Tamaryon SEX F

TRAITS	PROFESSIONS
<input type="radio"/> Brave (+2 Quickness)	<input type="radio"/> Artisan (specific)
<input type="radio"/> Cunning (+2 Wits)	<input type="radio"/> Entertainer (low)*
<input checked="" type="radio"/> Romantic (+2 Charm)	<input type="radio"/> Entertainer (high)*
<input type="radio"/> Ambitious (+1 Quickness +1 Wits)	<input type="radio"/> Fisherman
<input checked="" type="radio"/> Brutal (+1 Brawn +1 Charm)	<input type="radio"/> Farmer
	<input checked="" type="radio"/> Martial (low)*
	<input type="radio"/> Martial (high)*
	*Can be either low or high

### FEATURE

- ☐ Tattooing
- ☐ Slender build
- ☐ Mismatched eyes
- ☐ Distinctive work-related injury
- ☐ One piece of bright clothing
- ☐ Metal ornament
- ☐ Blaze
- ☒ Emblem
- ☐ Facial scar
- ☐ Well-groomed

DEMEANOR	SOCIAL RANK
<input type="radio"/> Shy	<input type="radio"/> Peasant (If Farmer, Fisherman or Entertainer (low))
<input type="radio"/> Friendly	<input checked="" type="radio"/> Freeman (If Outdoorsman, Sailor, Martial (low) or Priest)
<input type="radio"/> Blunt	<input type="radio"/> Professional (If Scholar, Artisan, Merchant or Entertainer (high))
<input checked="" type="radio"/> Formal	<input type="radio"/> Gentry (If Martial (high))
<input type="radio"/> Fierce	
<input type="radio"/> Stoic	
<input type="radio"/> Serene	

### ARMING

Mark which weapons and armor you know how to use (by Social Rank).	<input type="radio"/> Knife	<input checked="" type="radio"/> Sling	<input checked="" type="radio"/> Spear	<input checked="" type="radio"/> Round Shield
	<input type="radio"/> Hatchet	<input checked="" type="radio"/> Bow	<input type="radio"/> Sword	<input checked="" type="radio"/> Kite Shield
	<input type="radio"/> Club	<input checked="" type="radio"/> Hand Axe	<input checked="" type="radio"/> Francisca	<input checked="" type="radio"/> Cone Helmet
	<input checked="" type="radio"/> Staff	<input checked="" type="radio"/> Crossbow	<input type="radio"/> Great Axe	<input type="radio"/> Spangenhelm
		<input type="radio"/> Whip	<input type="radio"/> Chained Mace	<input checked="" type="radio"/> Gambeson
				<input checked="" type="radio"/> Mail

### KEY EVENT

Family missing after raid, killed or enslaved - no traces left to follow

GIFTS A8 Recover from Brawn 1 death vs 12

### MARKS

## CIRCLE OF HANDS CIRCLE KNIGHT

BRAWN 7 QUICKNESS 7 WITS 2 CHARM 5

BRAWN 5 QUICKNESS      WITS      CHARM     

### ARMING

Note which weapons and armor you have with you right now.	<input type="radio"/> Knife	<input type="radio"/> Sling	<input checked="" type="radio"/> Spear	<input checked="" type="radio"/> Round Shield (4)
	<input type="radio"/> Hatchet	<input type="radio"/> Bow	<input type="radio"/> Sword	<input type="radio"/> Kite Shield (4)
	<input type="radio"/> Club	<input type="radio"/> Hand Axe	<input checked="" type="radio"/> Francisca	<input checked="" type="radio"/> Cone Helmet (2)
	<input type="radio"/> Staff	<input type="radio"/> Crossbow	<input type="radio"/> Great Axe	<input type="radio"/> Spangenhelm (3)
			<input type="radio"/> Chained Mace	<input checked="" type="radio"/> Gambeson (3)
				<input checked="" type="radio"/> Mail (6)

Number is Protection value

### COMMITMENT

During a clash, you have double your current Quickness to split between attack and defense. Use this space to note your split values.

ATTACK DEFENSE

TOTAL PROTECTION	<u>15</u>
CURRENT BRAWN	<u>5</u>
CURRENT QUICKNESS	<u>7</u>

### SPELLS

Wizards have every spell. Non-Wizards have spell points equal to Wits, split between Amboriyon and Rbaja. Note those spells here.

Step ☐ 1 pt

Web ☒ 1 pt

### OATHS

You can swear one Oath per venture, to either Rbaja or Amboriyon. When you act to fulfill your Oath, roll an extra 1d6, and gain color points equal to that die's value in addition to the results of your action.

"I WILL \_\_\_\_\_"

Casting spells costs Brawn equal to their point value.

Every time you cast a spell, you gain points on the chart below, filling in from the appropriate end towards the middle (dark circles for Rbaja, open circle for Amboriyon). If you have 9 points of all one color, gain a Gift and check for a Mark of that color.

<input checked="" type="radio"/> Rbaja	<input type="radio"/> Amboriyon
demons	eidolons
under	