

# CIRCLE OF HANDS CIRCLE KNIGHT

NAME \_\_\_\_\_ HOMELAND \_\_\_\_\_ SEX \_\_\_\_\_

TRAITS \_\_\_\_\_ PROFESSIONS \_\_\_\_\_

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Brave (+2 Quickness)             | <input type="checkbox"/> Artisan (specific)  | <input type="checkbox"/> Merchant   |
| <input type="checkbox"/> Cunning (+2 Wits)                | <input type="checkbox"/> Entertainer (low)*  | <input type="checkbox"/> Outdoorsman                                      |
| <input type="checkbox"/> Romantic (+2 Charm)              | <input type="checkbox"/> Entertainer (high)* | <input type="checkbox"/> Priest   |
| <input type="checkbox"/> Ambitious (+1 Quickness +1 Wits) | <input type="checkbox"/> Fisherman           | <input type="checkbox"/> Sailor   |
| <input type="checkbox"/> Brutal (+1 Brawn +1 Charm)       | <input type="checkbox"/> Farmer              | <input type="checkbox"/> Scholar  |
|   | <input type="checkbox"/> Martial (low)*      | <input type="checkbox"/> Wizard (must have at least one other profession) |
|   | <input type="checkbox"/> Martial (high)*     |   |

FEATURE \_\_\_\_\_ \*Can be either low or high

- |  |                                   |   |
|--|-----------------------------------|---|
| <input type="checkbox"/> Tattooing                       | <u>DEMEANOR</u>                   | <u>SOCIAL RANK</u>  |
| <input type="checkbox"/> Slender build                   | <input type="checkbox"/> Shy      | <input type="checkbox"/> Peasant (If Farmer, Fisherman or Entertainer (low))                |
| <input type="checkbox"/> Mismatched eyes                 | <input type="checkbox"/> Friendly | <input type="checkbox"/> Freeman (If Outdoorsman, Sailor, Martial (low) or Priest)          |
| <input type="checkbox"/> Distinctive work-related injury | <input type="checkbox"/> Blunt    | <input type="checkbox"/> Professional (If Scholar, Artisan, Merchant or Entertainer (high)) |
| <input type="checkbox"/> One piece of bright clothing    | <input type="checkbox"/> Formal   | <input type="checkbox"/> Gentry (If Martial (high))   |
| <input type="checkbox"/> Metal ornament                  | <input type="checkbox"/> Fierce   |   |
| <input type="checkbox"/> Blaze                           | <input type="checkbox"/> Stoic    |   |
| <input type="checkbox"/> Emblem                          | <input type="checkbox"/> Serene   |   |
| <input type="checkbox"/> Facial scar                     |                                   |   |
| <input type="checkbox"/> Well-groomed                    |                                   |   |

ARMING \_\_\_\_\_

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

KEY EVENT \_\_\_\_\_

GIFTS \_\_\_\_\_ MARKS \_\_\_\_\_

# CIRCLE OF HANDS CIRCLE KNIGHT

BRAWN \_\_\_\_\_ QUICKNESS \_\_\_\_\_ WITS \_\_\_\_\_ CHARM \_\_\_\_\_

BRAWN \_\_\_\_\_ QUICKNESS \_\_\_\_\_ WITS \_\_\_\_\_ CHARM \_\_\_\_\_

ARMING \_\_\_\_\_

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

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 \_\_\_\_\_

ATTACK \_\_\_\_\_ DEFENSE \_\_\_\_\_

TOTAL PROTECTION \_\_\_\_\_

CURRENT BRAWN \_\_\_\_\_

CURRENT QUICKNESS \_\_\_\_\_

*Number is Protection value*

SPELLS \_\_\_\_\_

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

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.

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