

Player Name

\_\_\_\_\_

Character Name

\_\_\_\_\_

# HulduFolk

Type

\_\_\_\_\_

Faction

\_\_\_\_\_

## Qualities

Check three and/or write your own +3 to Challenges when used

- |                                      |                                     |                                   |                                |
|--------------------------------------|-------------------------------------|-----------------------------------|--------------------------------|
| <input type="checkbox"/> Alacrity    | <input type="checkbox"/> Devotion   | <input type="checkbox"/> Tenacity | <input type="checkbox"/> Zeal  |
| <input type="checkbox"/> Benevolence | <input type="checkbox"/> Endurance  | <input type="checkbox"/> Valor    | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Conviction  | <input type="checkbox"/> Precision  | <input type="checkbox"/> Vigor    | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cunning     | <input type="checkbox"/> Regality   | <input type="checkbox"/> Wariness | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Defiance    | <input type="checkbox"/> Resilience | <input type="checkbox"/> Wisdom   | <input type="checkbox"/> _____ |

## Affinities

Check five and/or write your own. Circle two for focuses. +2 for focused skill when used

- |   |                                |                                |
|---|--------------------------------|--------------------------------|
| <input type="checkbox"/> Computers      | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Diplomacy      | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Driving        | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Stealth        | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Sword-fighting | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

**Belief** ○○○○○  
□□□□□

Starting Belief is one dot

**Damage** □□□□□

At five damage you are incapacitated, not dead.

## Magic: Spheres and Paths

Check one Sphere as your focus. Get free dots in that Sphere's Lesser Path equal to your belief.

Spend 10 points on Paths – 1 Point for 1st dot, 2 more for 2nd dot (total 3), 3 more for 3rd dot (total 6)

At Belief one (starting): Max one dot in any Lesser Path, Max three dots in any other path.



Lesser Creation  
○○○○○

Substance  
○○○○○

Life  
○○○○○



Lesser Destruction  
○○○○○

Change  
○○○○○

Strife  
○○○○○



Lesser Conquest  
○○○○○

Empire  
○○○○○

Infiltration  
○○○○○



Lesser Dominion  
○○○○○

Autocracy  
○○○○○

Demesne  
○○○○○



Lesser Service  
○○○○○

Alleviation  
○○○○○

Augmentation  
○○○○○