RHUNA

ORIGIN

I am _____ (name). I grew up in _____ (homeland / city). I am a/an Select One (origin seed) _____ (status) 1

born under _____ (birth sign). I am from a Select One (lineage) _____ (status) lineage. I am a/an Select One (size / weight).

3 x

_____ (gender identity) Select One (origin kind) who has seen _____ (age) frostmarks. I speak Select One (native tongue) fluently.

I came into this world through, _____ (parent 1), and inherited _____ (genetics, training, knowledge).

2

and also raised by, _____ (parent 2), who passed down to me _____ (genetics, training, knowledge).

In my work, I am Select One (profession) _____ (status). I am considered Select One (current access) _____ (status), and I am Select One (social disposition).

People describe me as Select One _____ (con/com/r), Select One _____ (con/com/r), and Select One _____ (con/com/r).

I am disliked by _____ (temperament + opposite), _____ (inclination + opposite), and/or _____ (demeanor + opposite) people.

SURVIVAL

When I study the world, I am Select One (approach). To survive, I learned _____ (pathway 1).

In time, I began to rely on _____ (pathway 2). And now, I find myself drawn toward _____ (pathway 3). At my core, I am driven to _____ (innate).

Through experience, I have learned to trust my senses.

3 C V I + 6

2

MOTIVATION

Above all, I am driven by: _____ 1

DESTINY

The legend growing around me is _____ (destiny - for). 1

The shadow following my path is _____ (destiny - against). 1

INJURY

An injury that haunts me to this day is: _____ (optional injury). ☐ or ■

PRESENCE

	3	4	S	S
	T	A	M	E
MIGHT				
AGILITY				
TENACITY				
INTUITION				
RESOLVE				

SENSES

	3	4	S	S	
	T	A	M	E	INACTIVE
TOUCH					
SIGHT					
SOUND					
TASTE					
SMELL					

HEALTH

FATIGUE

STRAIN

WOUND

MAXIMUMS

TOKEN TOTALS

EMBERS: 0 (control) + 0 (versatility) + 0 (impulse)

+ 3 (origin + weight)

6 (potential) + 2 (senses) + (motivation)

(for) + (against)

= 15 TOTAL

PATHWAYS

ASPECTS	3	4	S	S
	T	A	M	E
INFLUENCE				
LORE				
SKILL				
PROWESS				

RESERVE

ASPECTS MAXIMUMS

MOMENTUM	RESOURCES	STORIES	CONNECTIONS
0	0	0	0

FORCES

FORCES	3	4	S	S
	T	A	M	E
DIVINITY				
DEVOTION				
THREADS				

ORDER	BALANCE	CHAOS
0	0	0

SANCTION

FORCES MAXIMUMS

THREADS

JATU

DALO: Locked

NARI: Locked

CORA: Locked

SERE: Locked

0

TOKEN ADDS

ASPECTS				
THREADS	SANCTION	SEEDS	WITHER	
LEGACY	STATE	BOON	BANE	

RHUNA

NATURE

I am **Comforted** by _____ (*comfort 1 (origin)*), _____ (*comfort 2 (homeland)*), and _____ (*comfort 3 (acquired)*). Over time, I developed a **Habit** of _____ (*habit*).

I am **Unsettled** by _____ (*aversion 1 (origin)*), _____ (*aversion 2 (homeland)*), and _____ (*aversion 3 (acquired)*). Even so, my **Hope** is _____ (*hope*).

What I **Fear** most is

REPUTATION

I am **Trusted** by _____ (*circle 1 (origin)*), _____ (*circle 2 (current)*) and _____ (*circle 3 (current)*).

My training in **Influence** has earned me the trust of _____ (*circle 4 (influence trained)*), _____ (*circle 5 (influence adept)*), _____ (*circle 6 (influence master)*), and _____ (*circle 7 (influence exemplar)*).

I am **Distrusted** by _____ (*dt circle 1 (origin)*), _____ (*dt circle 2 (current)*), and _____ (*dt circle 3 (current)*).

TOPICS

Before I started adventuring, I studied _____ (*major topic 1*).

My training in **Lore** has allowed me insight into _____ (*major topic 2 (lore trained)*), _____ (*major topic 3 (lore adept)*), _____ (*major topic 4 (lore master)*), and _____ (*major topic 5 (lore exemplar)*).

Other topics I have interest in are _____ (*minor topic 1*), _____ (*minor topic 2*), _____ (*minor topic 3*), _____ (*minor topic 4*), and _____ (*minor topic 5*).

TOOLS

I am skillful with _____ (*tool set 1 (skill trained)*), which requires _____ (*material 1*).

My training in **Skill** has allowed me to master _____ (*tool set 2 & material (skill adept)*), _____ (*tool set 3 & material (skill master)*), and _____ (*tool set 4 & material (skill exemplar)*).

CONFLICT

	STATUS	CONVICTION	COMPOSURE
SOCIAL	0	0	0

	WEAPON	ARMOR	SHIELD
PHYSICAL	0	0	0

	CURRENT	MAX
FAVOR	3	3
REDRAW	3	3
PROJECT	3	3

RHUNA

WORN

★	ITEM NAME	TAGS	DESCRIPTION // NOTES		PWR
☐				☐	☐
	weapon 1 (prowess trained)				
☐				☐	☐
	weapon 2 (prowess adept)				
☐				☐	☐
	weapon 3 (prowess master)				
☐				☐	☐
	weapon 4 (prowess exemplar)				
				☐	☐
	clothing				
				☐	0
	armor (prowess trained)				
				☐	0
	shield (prowess trained)				

SM BAG

ITEM NAME	DESCRIPTION // NOTES	QTY
		☐
		☐
		☐

LG BAG

ITEM NAME	DESCRIPTION // NOTES	QTY
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐

MD BAG

ITEM NAME	DESCRIPTION // NOTES	QTY
		☐
		☐
		☐
		☐
		☐

LEGACY

CHRONICLES

		BEG	MID	END
1		☐	☐	☐
2		☐	☐	☐
3		☐	☐	☐
4		☐	☐	☐
5		☐	☐	☐
6		☐	☐	☐
7		☐	☐	☐

BONDS

		BEG	MID	END
1		☐	☐	☐
2		☐	☐	☐
3		☐	☐	☐
4		☐	☐	☐
5		☐	☐	☐
6		☐	☐	☐
7		☐	☐	☐

FASHION / PERSONA CARD
RHUNA

CHARACTER

NAME: _____

ROLE: _____

ACCESS TIER: _____

○ ○ ○ ○ ○ ○

NOTES / IMPRESSION

PALETTE

○ _____

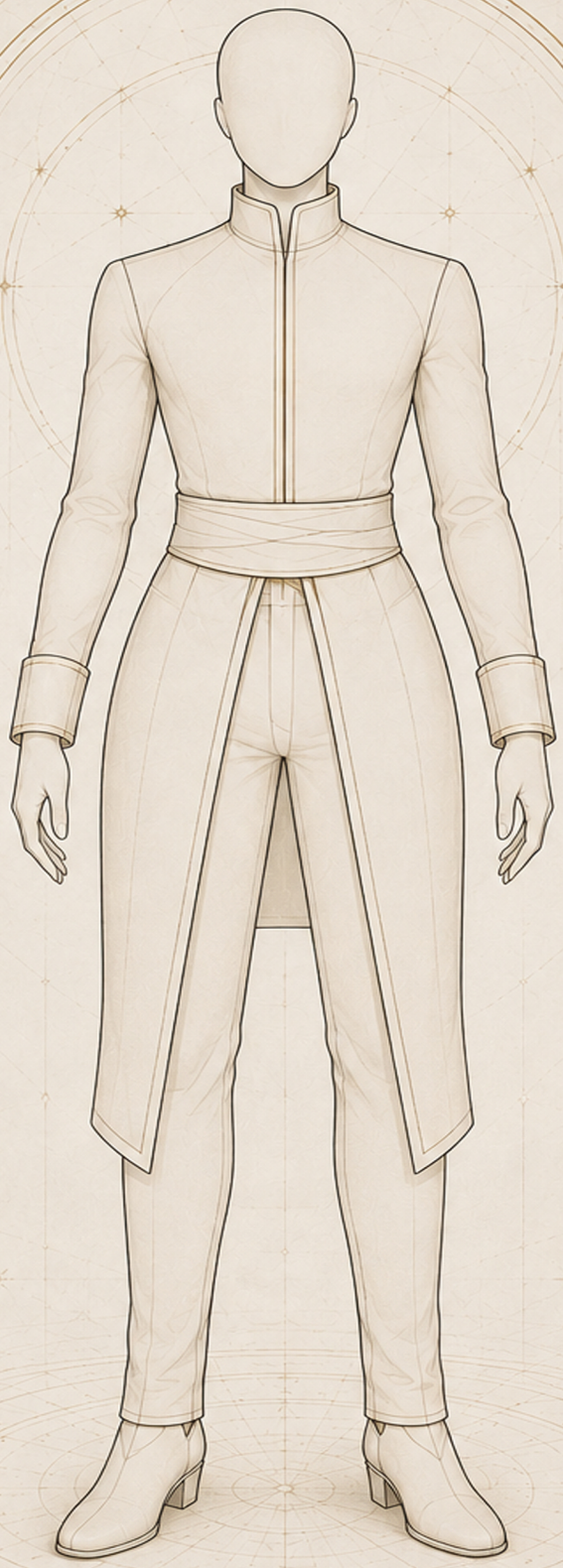
○ _____

○ _____

○ _____

○ _____

MATERIALS



DETAIL & ACCENTS

- HEAD / HAIR
- NECK / COLLAR
- SHOULDERS / UPPER BODY
- ARMS / HANDS / WRISTS
- WAIST / BELTS / ACCESSORIES
- LEGS / LOWER BODY
- FEET / FOOTWEAR

SYMBOLS / THREADMARKS / MOTIFS

RHUNA

QUESTS

QUEST	WHY DO I CARE?	NOTES

LOCATIONS

LOCATION NAME	SIGNIFICANCE	NOTES

PEOPLE

PEOPLE NAME	SIGNIFICANCE	NOTES

OBSERVATIONS

NOTES	NOTES	NOTES