Fortuna

Fate **Persona** **Deeds**

(Epiphany: 20x Fate, 10x Persona, 3x Deeds)

Fortuna - earning

Belief	1 Fate	Driving game forward
Instinct	1 Fate	Make ones life difficult
Trait	1 Fate	Unforseen direction to story
Humour	1 Fate	In-character game-stopper
Right skill, right time	1 Fate	A skill that makes the story go
Embodiment	1 Persona	Distinctive roleplaying
Moldbreaker	1 Persona	Going beyond bounds of character
Workhorse	1 Persona	For doing all the work
MVP	1 Persona	Being crucial for success
Personal goals	1 Persona	Revenge, triumph, seduction etc.
Greater goals	1 Deeds	Bigger goals than oneself
Beyond the call	1 Deeds	Helping, no matter the cost

Fortuna - spending

Luck	1 Fate	Open-ended 6s
Shrug It Off	1 Fate	Negates Sup.-wound penalty
Boon	1 Persona	+1d to Stat / Skill; max 3 pts.
Focus	1 Persona	Counter time complication
Grit Your Teeth	1 Persona	Negates Light-wound penalty
Will to Live	1 Persona	Allows Health-test for Mortal Wounds
~~Complication~~	~~1 Persona~~	~~Cheat death~~
Divine Inspiration	1 Deeds	Double dice
Saving Grace	1 Deeds	Reroll failed dice
Aristeia	5 F, 3P, 2D	Grey skill/Ignore wound penalties

Skills being learned

Skill name	Root Stat	Aptitude	Tests
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(Aptitude: root Stat -10)

Possessions & gear

Practice log

Money

Resources

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Source of income/Wealth

Cache/Loans

Debt

Obstacles: Task difficulty

1 Easy
2 Routine
3 Difficult
4 Extremely difficult
5 Master-level
6 Heroic effort
7 Ludicrously difficult
8 Nearly impossible
9 Phenomenally difficult
10 Miraculous

Contacts

Lifepaths:

Circles

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Reputation:

Affiliations:

Relationships

Notes