Character

Name	Stock	Age	Lifepaths
Lukecage	Man	30	Born Peasant, Bannerman, Taskmaster, Outlaw, Hunter

Beliefs

_____

_____

_____

Instincts

_____

_____

_____

Traits

Character Traits	Die Traits	Call-On Traits
Hide Before Battle	Iron Will	
Honored	Hard-hearted	
	Outlaw	

Relationships

Relationships	Circles	Named Circles	Enemy Circles
Brother			

Gear, Possessions and Property

Arms, Run Of The Mill Quality   Armor, Light Mail, Run Of The Mill Quality   Travelling Gear

Personal Effects   Missile Weapons, Throwing Weapons, Run Of The Mill Quality

Artha and Epiphanies

Fate Open-end 6s (F)	Persona +1D per point (P)	Deeds Double dice or reroll failed dice (F)
Skill _____	Skill _____	Skill _____
Total Artha Spent (F)(P)(D)	Total Artha Spent (F)(P)(D)	Total Artha Spent (F)(P)(D)
Skill _____	Skill _____	Skill _____
Total Artha Spent (F)(P)(D)	Total Artha Spent (F)(P)(D)	Total Artha Spent (F)(P)(D)

Notes, Spells and Other Miscellanea

Skills Being Learned

Aptitude equals 10 minus Stat:

Perception Aptitude 6 | Will Aptitude 7 | Agility Aptitude 5 | Speed Aptitude 8 | Power Aptitude 4 | Forte Aptitude 6

Skill Name	Aptitude	Tests towards Aptitude

Practice Log

Stats

Will [B] 3

tests for advancement:
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Power [B] 6

___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Agility [B] 5

___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Perception [B] 4

___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Forte [B] 4

___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Speed [B] 2

___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Attributes

Health [B] 5

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

_____ ☐

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Reflexes [B] 3

Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

(F) (D) (P)

Steel [B] 6

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

_____ ☐

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Mortal Wound [B] 11

Average of Power and Forte (plus 6)
round down. MW advances as the stats do.

Hesitation 7
(Hesitation = 10 - Will exp)

Circles [B] 1

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Reputation

Reputation

Reputation

Affiliation
Guild Of the Broken Hand 1D

Affiliation

Affiliation

Resources [B] 0

___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___

(F) (D) (P)

Tax ○

Cash

Funds/Property

Loans/Debt

Physical Tolerances Grayscale

Tolerance		Su	Li	Mi	Se	Tr	Mo							
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15
Injury	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○

Wound	Penalty	Obstacle Penalties	Wounded Dice	Injury Recovery	Injury Recovery	Injury Recovery
Superficial	+1 Ob/2, -1D/3					
Light	-1D					
Midi	-2D					
Severe	-3D					
Traumatic	-4D					
Mortal	Incapacitated					

Skills

Conspicuous	[B] 1	R ○○○○ D ○○○○ C ○○○	Armor Training	[☐] n/a R ○○○○ D ○○○○ C ○○○
Hammer	[B] 6	R ○○○○ D ○○○○ C ○○○	Knives	[B] 2 R ○○○○ D ○○○○ C ○○○
Bow	[B] 3	R ○○○○ D ○○○○ C ○○○	Intimidation	[B] 3 R ○○○○ D ○○○○ C ○○○
Authority-wise	[B] 3	R ○○○○ D ○○○○ C ○○○	Inconspicuous	[B] 2 R ○○○○ D ○○○○ C ○○○
Hunting	[B] 2	R ○○○○ D ○○○○ C ○○○	Tracking	[B] 3 R ○○○○ D ○○○○ C ○○○
Stealthy	[B] 1	R ○○○○ D ○○○○ C ○○○	Orienteering	[B] 2 R ○○○○ D ○○○○ C ○○○
Herbalism	[B] 3	R ○○○○ D ○○○○ C ○○○		

Weapons and Armor

MELEE	I	M	S	Add	VA	WS	Length	
Bare-Fisted	☐_	☐_	☐_	2	-	F	Shortest	
_____	☐_	☐_	☐_					
_____	☐_	☐_	☐_					
_____	☐_	☐_	☐_					
_____	☐_	☐_	☐_					
_____	☐_	☐_	☐_					

Clumsy Weight

Stealthy: ___
Perception: ___
Speed: ___
Agility: ___

Missile Weapons

_____

I	M	S	VA	Ammunition
☐_	☐_	☐_	☐_	

Range dice: Optimal: ___ Extreme: ___ DOF: I ___ M ___ S ___

I	M	S	VA	Ammunition
☐_	☐_	☐_	☐_	

Range dice: Optimal: ___ Extreme: ___ DOF: I ___ M ___ S ___

Armor

Dice	Location	Type
○○○○○○	Head	_____
○○○○○○○	Torso	_____
○○○○○○	Right Arm	_____
○○○○○○	Left Arm	_____
○○○○○○	Right Leg	_____
○○○○○○	Left Leg	_____
○○○○○	Shield	_____

Health Questions

Does the character live in squalor and filth? No.

Is the character frail or sickly? No.

Was the character severely wounded in the past? No.

Has the character been tortured and enslaved? No.

Is the character athletic and active? Yes.

Does the character live in a really clean and happy place, like the hills in the Sound of Music? Yes.

Steel Questions

Has the character ever been severely wounded? Yes.

Has the character ever murdered or killed with his own hand more than once? Yes.

Has the character been tortured, enslaved or beaten terribly over time? Yes.

Has the character lead a sheltered life, free of violence and pain? No.

Has the character been raised in a competitive (but non-violent) culture - sports, debate, strategy games, courting? Yes.

Has the character given birth to a child? No.