

Character

Name Lukeceage Stock Man Age 30 Lifepaths 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	Arms, Light Mail, Run Of The Mill Quality	Arms, Light Mail, Run Of The Mill Quality
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

Total Artha Spent

F

P

D

Skill

Total Artha Spent

F

P

D

Skill

Total Artha Spent

F

P

D

Skill

Total Artha Spent

F

P

D

Skill

Total Artha Spent

F

P

D

Skill

Total Artha Spent

F

P

D

Notes, Spells and Other Miscellaneous

Skills Being Learned

Aptitude equals 18 minus Stat:

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

Skill Name	Aptitude	Tests towards Aptitude		

Practice Log

Stats

Will [B] 4

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

Power [B] 6

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

Perception [B] 3

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

Forte [B] 5

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

Health [B] 6

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

Reflexes [B] 3

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

Steel [B] 7

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

Mortal Wound [B] 11

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

Hesitation 6

(Hesitation = 10 - Will exp)

Affiliation

Guild Of the Broken Hand 1D

Circles [B] 2

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

Reputation

Reputation
 Reputation
 Reputation

Resources [B] 0

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

Tax

Cash
 Funds/Property
 Loans/Debt

Attributes

Will [B] 4

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

Power [B] 6

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

Perception [B] 3

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

Forte [B] 5

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

Health [B] 6

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

Reflexes [B] 3

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Steel [B] 7

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

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Guild Of the Broken Hand 1D

Circles [B] 2

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

Reputation

Reputation
 Reputation
 Reputation

Resources [B] 0

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

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]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Armor Training	[]	n/a	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Hammer	[B]	6	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Knives	[B]	1	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Bow	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Intimidation	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Authority-wise	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Inconspicuous	[B]	3	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Hunting	[B]	1	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Tracking	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Stealthy	[B]	1	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Orienteering	[B]	1	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
Herbalism	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	Interrogation	[B]	2	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
_____	[]	_____	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>	_____	[]	_____	<div style="display: flex; justify-content: space-around;"> <div>R O O O O</div> <div>D O O O O</div> <div>C O O O O</div> </div>
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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	Dice	Location	Type
[]	[]	[]	[]		oooooo	Head	_____
Range dice: Optimal: _____	Extreme: _____	DOF: I _____ M _____ S _____			ooooooo	Torso	_____
					ooooooo	Right Arm	_____
					ooooooo	Left Arm	_____
					ooooooo	Right Leg	_____
					ooooooo	Left Leg	_____
					ooooo	Shield	_____

Armor

I	M	S	VA	Ammunition	Dice	Location	Type
[]	[]	[]	[]		oooooo	Head	_____
Range dice: Optimal: _____	Extreme: _____	DOF: I _____ M _____ S _____			ooooooo	Torso	_____
					ooooooo	Right Arm	_____
					ooooooo	Left Arm	_____
					ooooooo	Right Leg	_____
					ooooooo	Left Leg	_____
					ooooo	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.