

## CHARACTER

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

## BELIEFS

## INSTINCTS

## TRAITS

### Character Traits

Hide Before Battle  
Honored

### Die Traits

Iron Will  
Hard-hearted  
Outlaw

### Call-On Traits

## RELATIONSHIPS

### Relationships

Brother

### Circles

### Named Circles

### Enemy Circles

## GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality, 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



Persona  
+1D per point



Deeds  
Double dice or  
reroll failed dice



### Skill

Total Artha  
Spent



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Total Artha  
Spent



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Total Artha  
Spent



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Total Artha  
Spent



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Total Artha  
Spent



### Skill

Total Artha  
Spent



## NOTES, SPELLS AND OTHER MISCELLANEA

## SKILLS BEING LEARNED

Aptitude equals 10 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: 0000  
Challenge: 000

F

D

P

Power

B 6

Difficult: 0000  
Challenge: 000

F

D

P

Agility

B 3

Difficult: 0000  
Challenge: 000

F

D

P

Perception

B 3

Difficult: 0000  
Challenge: 000

F

D

P

Forte

B 5

Difficult: 0000  
Challenge: 000

F

D

P

Speed

B 3

Difficult: 0000  
Challenge: 000

F

D

P

Attributes

Health

B 6

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Reflexes

B 3

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

F

D

P

Steel

B 7

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Mortal Wound

B 11

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

F

D

P

Hesitation

6

(Hesitation = 10 - Will exp)

Circles

B 2

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Reputation

Reputation

Reputation

Reputation

Affiliation

Guild Of the Broken Hand 1D

Affiliation

Affiliation

Resources

B 0

Routine: 0000  
Difficult: 0000  
Challenge: 000

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	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	

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

R 0000  
D 0000  
C 000

Hammer

B 6

R 0000  
D 0000  
C 000

Bow

B 2

R 0000  
D 0000  
C 000

Authority-wise

B 2

R 0000  
D 0000  
C 000

Hunting

B 1

R 0000  
D 0000  
C 000

Stealthy

B 1

R 0000  
D 0000  
C 000

Herbalism

B 2

R 0000  
D 0000  
C 000

Armor Training

n/a

R 0000  
D 0000  
C 000

Knives

B 1

R 0000  
D 0000  
C 000

Intimidation

B 2

R 0000  
D 0000  
C 000

Inconspicuous

B 3

R 0000  
D 0000  
C 000

Tracking

B 2

R 0000  
D 0000  
C 000

Orienteering

B 1

R 0000  
D 0000  
C 000

Interrogation

B 2

R 0000  
D 0000  
C 000

Clumsy

Weight

Stealthy: Perception: Speed: Agility:

Weapons and Armor

MELEE

I

M

S

Add

VA

WS

Length

Bare-Fisted

2

-

F

Shortest

Missile Weapons

I

M

S

VA

Ammunition

Dice

Location

Type

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

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.