

CHARACTER

Name	Stock	Age	Lifepaths
Lukecage	Man	25	Born Peasant, Foot Soldier, Outlaw, Bannerman, Village Guard

BELIEFS

Instincts

TRAITS

Character Traits	Die Traits	Call-On Traits
It Just Might Work!	Iron Will	
Honored	Outlaw	
Thug		

RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
0.			

GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality	Arms, Light Mail, Run Of The Mill Quality
Companion Animal	Personal Effects

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 6 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 4 | Forte Aptitude 5

Skill Name	Aptitude	Tests towards Aptitude
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○

PRACTICE LOG

Will

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

Power

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

Agility

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

Perception

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

Forte

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

Speed

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

Attributes

Health

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

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

Reflexes

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

Steel

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

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

Mortal Wound

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

Hesitation 6

(Hesitation = 10 - Will exp)

Circles

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

Reputation

Reputation
 Reputation
 Reputation

Affiliation

Affiliation
 Affiliation
 Affiliation

Resources

___ 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

Soldiering	[B]	2	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>	Shield Training	[]	n/a	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
Sword	[B]	6	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>	Authority-wise	[B]	4	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
Conspicuous	[B]	3	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>	Riding	[B]	3	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
Armor Training	[]	n/a	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>	Intimidation	[B]	4	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
Surgery	[B]	4	<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>
	[]		<div style="display: flex; justify-content: space-around; font-size: 0.8em;"> R○○○○ D○○○○ C○○○○ </div>		[]		

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? No.

Has the character given birth to a child? No.