

CHARACTER

Name	Stock	Age	Lifepaths
Lukie	Man	26	Born Peasant, Bannerman, Sailor, Gravedigger, Blackmailer

BELIEFS

Instincts

TRAITS

Character Traits

Broken Man
Aggressive
Brutal
Ambidextrous
Honored
Bitter

Die Traits

Affinity For Rope
Cold Hearted

Call-On Traits

Sea Legs
Iron Stomach

RELATIONSHIPS

Relationships

Circles

Named Circles

Enemy Circles

GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality, Light Mail, Run Of The Mill Quality
Cash

ARTHA AND EPIPHANIES

Fate
Open-end 6s



Persona
+1D per point



Deeds
Double dice or
reroll failed dice



Skill

Total Artha
Spent



Skill

Total Artha
Spent



Skill

Total Artha
Spent



Skill

Total Artha
Spent



Skill

Total Artha
Spent



Skill

Total Artha
Spent



NOTES, SPELLS AND OTHER MISCELLANEA

SKILLS BEING LEARNED

Aptitude equals 10 minus Stat:

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

Skill Name

Aptitude

Tests towards Aptitude

_____			_____		
_____			_____		
_____			_____		
_____			_____		
_____			_____		
_____			_____		

PRACTICE LOG

Stats

Will [B] 4 **Power** [B] 5 **Agility** [B] 6

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

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

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

Perception [B] 4 **Forte** [B] 4 **Speed** [B] 2

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

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

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

Attributes

Health [B] 3 **Reflexes** [B] 4

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

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

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

Steel [B] 7 **Mortal Wound** [B] 10

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

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

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

Hesitation 6
 (Hesitation = 10 - Will exp)

Circles [B] 2 **Reputation** **Affiliation**

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

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

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

Resources [B] 0 **Tax** **Cash**

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

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

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

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] 3 **Armor Training** [B] n/a

Knives [B] 3 **Seamanship** [B] 2

Navigation [B] 2 **Ditch Digging** [B] 3

Grave-wise [B] 2 **Cemetery-wise** [B] 2

Bone-wise [B] 4 **Extortion** [B] 3

Ugly Truth [B] 2 **Falsehood** [B] 2

Bribe-wise [B] 4 **Fire And Steel-wise** [B] 2

Hammer [B] 4

Weapons And Armor

MELEE **I** **M** **S** **Add VA** **WS** **Length** **Clumsy Weight**

Bare-Fisted [] [] [] 2 - F Shortest

Stealthy: ___

Perception: ___

Speed: ___

Agility: ___

Missile Weapons

Armor

Dice **Location** **Type**

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 ___

○○○○○○ 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? Yes.

Has the character been tortured and enslaved? Yes.

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? No.

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.