			₹.					
	a. 1		CACTER	.1				
Name	Stock	Age	Lifepa					
Lowan	Man	26		n, Conscript, Bandit, , Taskmaster				
		Ве	Liefs					
		İпsт	іпстѕ					
Character Trai	ts	Die Traits		Call-On Traits				
Aggressive Hide Before I Honored	Battle	Hard-hearted		Booming Voice Sense Of Direction				
Relationships	Circle		O∏SHİPS Named Circles	Enemy Circles				
GEAR, POSSESSIONS AND PROPERTY Armor, Light Mail, Run Offnibe Ruin Quality Mill Qu								

Artha and Epiphanies

Fate Open-end 6s	Persona +1D per point P	Deeds Double dice or eroll failed dice	
Skill	Skill	Skill _	
Total Artha Spent	D Total Artha F F	Total Artha Spent	F P D
Skill	Skill	Skill	
Total Artha Spent	D Total Artha Spent	Total Artha Spent	F P D

Notes, Spells and Other Miscellanea

Skills Being Learned Aptitude equals 10 minus Stat:

Skill Name	Aptitude Tests towards Aptitude	0000
	0000	8888
	0000	8888
	0000	8888
	0000	8888

Practice Log

CT. T-															
STATS Will B 4 Power B 6 Agility B 4															
tests for advanceme	ent:	_ (F	·)_	_			_		F					<u> </u>	
Difficult: OC Challenge: OC	00_	- (F) =	Diffict Challe		000	o	P	(D)	Diffi Chal	cult: C lenge: C	000	_ (1	D
Perception	B 3	B3 Forte B4							Speed	l	В	<u>3</u>			
Difficult: OC Challenge: OC	00_	- (E) -	Diffict Challe		000	o_ _	(P)	D	Diffi Chal	cuit.	000	_ (1	D
Attributes															
Health	B 3	<u> </u>	,	_			L	J			Refle	xes	В	<u>3</u>	
	Average of Per, Agl, Spd. Round down. Difficult: 0000 P P P P Average of Per, Agl, Spd. Round down. Reflexes advances as the stats do.														
Steel	B 6	<u>5</u>	,	_]_			Morta	al Wou	ınd [B <u>1</u> 1	
	000_) -	Routii Diffict Challe	ılt:	0000		P	D			nd Forte (p dvances as		o.
Hesitation 6 (Hesitation = 10 - Will exp)															
Circles	B 2	<u>.</u> _	_				ation			1	Affilia				
Charismatic Outlaw 1D Reputation Charlismatic Outlaw 1D Reputation Charlismatic Outlaw 1D Affiliation Reputation Affiliation															
Resources	B <u>1</u>	- ~			Tax		Cash	l							
Routine: OC	00_	_ (F)(\ (١	Func	ls/Pro	pert	y					
Difficult: OOOO P Loans/Debt															
Physical T	ole	ranc	ces	Gray	ysca	le							•		
Tolerance			Su		Li		Mi		Se	Tr	Мо				
Coordinate	B1	B2	В3	B4	В5	В6	Б В7	В8	В9	B10	B11	B12	B13	B14	B15
Injury	000	000	000	000	000	000	000	000	000	000	000	000	000	000	000
Wound	Penalty Obstacle Penalties			V	Wounded Dice Injury Recovery				Injury Recovery			Injury Recovery			
Superficial	+1 Ob	/2, -1	D/3												
Light	-1D														
Midi	-2D														
Severe	-3D														
Traumatic	-4D														
Mortal	Incap	acitat	ed												

Skills										
Foraging	B 2 c 000	Intimidation	B 2 c 000							
Stealthy	B 2 c 000	Caravan-wise	B 2 c 000							
Hammer	B 6 c 000	Conspicuous	B 2 c 000							
Armor Training	R 0000 D 0000 _ □ n/a c 000	Brawling	B 3 c 000							
Faith-wise	B 2 c 000	Mending	B 1 c 000							
	R 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		R 0000 D 0000 c 000							
	R 0000 D 0000 C 000 R 0000		R 0000 D 0000 C 000 R 0000							
	DOOOOO cooo									
	D 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		D 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0							
	D 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		D0000 c000 R0000							
	D 0000 c 000 R 0000 D 0000		D0000 c000 R0000 D0000							
	_∐c 0000 . R 00000									
WEAPORS AND ARMOR										
MELEE I M Bare-Fisted	$\frac{S}{\square}$ $\frac{Add}{\square}$	- F Shortest	Clumsy Weight							
			Stealthy:							
			Perception: Speed:							
			Agility:							
Missile Weapons										
	Ammunition	Dice P	Armor Location Type							
I M S VA Range dice: Optimal:Extreme:	DOF: I M	000000 0000000 _S 000000 000000	Head Torso Right Arm Left Arm							
I M S VA Range dice: Optimal: Extreme:	Ammunition DOF: I M	000000 000000 000000 000000	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? No.

Has the character given birth to a child? No.

