

## CHARACTER

Name Lukecege Stock Man Age 27 Lifepaths Village Born, Conscript, Outlaw, Bannerman, Taskmaster

## BELIEFS

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## INSTINCTS

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## TRAITS

### Character Traits

Hide Before Battle  
Honored

### Die Traits

Iron Will  
Outlaw  
Hard-hearted

### Call-On Traits

## RELATIONSHIPS

### Relationships

### Circles

### Named Circles

### Enemy Circles

## GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality, Light Mail, Run Of The Mill Quality  
Traveling Gear Missile Weapons, Throwing Weapons, Poor Quality

## 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 7 | Agility Aptitude 7 | Speed Aptitude 7 | Power Aptitude 4 | Forte Aptitude 6

### 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

(Hesitation = 10 - Will exp)

### Circles

\_\_\_ Routine: ○○○○ \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_

### Reputation

Outlaw 1D  
 Reputation  
 Reputation

### Resources

\_\_\_ Routine: ○○○○ \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_

Tax      Cash  
 Funds/Property  
 Loans/Debt

### Affiliation

Broken Hand Guild 1D  
 Affiliation  
 Affiliation

### 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

Foraging	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>	Authority-wise	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
Inconspicuous	[B] 4	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>	Conspicuous	[B] 1	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
Armor Training	<input type="checkbox"/> n/a	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>	Hammer	[B] 5	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
Knives	[B] 1	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>	Intimidation	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
Countryside-wise	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>	Tracking	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
Herbalism	[B] 2	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>		<input type="checkbox"/> _	<div style="display: flex; justify-content: space-between;"> <span>R ○○○○</span> <span>D ○○○○</span> <span>C ○○○○</span> </div>
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WEAPONS AND ARMOR

MELEE	I	M	S	Add VA	WS
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## 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.