⊕ Character Index ⊕

Name *Gunther*　　**Stock** *Man*　　**Age** *25*　　**Lifepaths** *Born Noble, Page, Squire, Knight*

Alias *Poor, Low-Born Knight*　　*Homeland*　　*Features*

⊕ Beliefs ⊕

Belief 1
(F: ○ P: ○ D: ○) |

Belief 2
(F: ○ P: ○ D: ○) |

Belief 3
(F: ○ P: ○ D: ○) | *I have sworn to my duke and my baron to serve as a loyal and honorable vassal. I shall uphold their word and law in this land.*

Belief Special
(F: ○ P: ○ D: ○) |

⊕ Instincts ⊕

Instinct 1
(F: ○ P: ○ D: ○) | *Always bow properly to my superiors (as is their right).*

Instinct 2
(F: ○ P: ○ D: ○) | *Always make sure I am in full harness for battle!*

Instinct 3
(F: ○ P: ○ D: ○) | *Always look out for a good candidate to be my page or squire.*

⊕ Traits ⊕

Character Traits

Die Traits
Mark of Privilege [pg. 335]
Sworn Homage [pg. 348]
Gloryhound [pg. 327]

Call-On Traits
(Describe trait and the skill it affects)

⊕ Relationships ⊕

Relationships
father (minor, immediate family)

Circles　　Named Circles　　Enemy Circles

⊕ Gear, Possessions and Property ⊕

Arms (axe, sword, knife and lance), armor (plated mail 5D),　*riding horse, courser, clothes, shoes, traveling gear, crossbow, dog*

⊕ Artha and Epiphanies ⊕

Fate Open-end 6s (F2)　　**Persona** +1D per point (P1)　　**Deeds** Double dice or reroll a failed dice (D0)

Epiphany (permanent shade shift)
3 Deeds points, 10 Persona points and 20 Fate points

Aristeia (temporary shade shift)
1 Deeds points, 3 Persona points and 5 Fate points

Skill _____　　Total Artha Spent (F) (P) (D)
Skill _____　　Total Artha Spent (F) (P) (D)
Skill _____　　Total Artha Spent (F) (P) (D)
Skill _____　　Total Artha Spent (F) (P) (D)

Skill _____　　Total Artha Spent (F) (P) (D)
Skill _____　　Total Artha Spent (F) (P) (D)
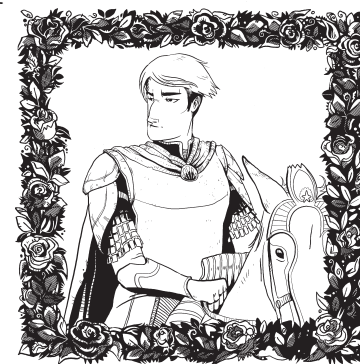*Skill* _____　　Total Artha Spent (F) (P) (D)
Skill _____　　Total Artha Spent (F) (P) (D)

⊕ Notes, Spells and Other Miscellanea ⊕

⊕ Skills Being Learned ⊕

Aptitude equals 10 minus Stat:

Perception Aptitude ___ | *Will Aptitude* ___ | *Agility Aptitude* ___ | *Speed Aptitude* ___ | *Power Aptitude* ___ | *Forte Aptitude* ___

Skill Name　　**Aptitude** *Tests toward Aptitude*

⊕ Practice Log ⊕

⊕ Stats ⊕

Will [B] 4   (F)(D)(P)   **Power** [B] 5   (F)(D)(P)   **Agility** [B] 4   (F)(D)(P)
tests for advancement
___ Difficult: ○○○○   Difficult: ○○○○   Difficult: ○○○○
___ Challenge: ○○○●   Challenge: ○○○●   Challenge: ○○○●

Perception [B] 4   (F)(D)(P)   **Forte** [B] 5   (F)(D)(P)   **Speed** [B] 5 *(4 in armor)*   (F)(D)(P)
___ Difficult: ○○○○   Difficult: ○○○○   Difficult: ○○○○
___ Challenge: ○○○●   Challenge: ○○○●   Challenge: ○○○●

Stride: 7   *Mounted Stride:* ____

⊕ Attributes ⊕

Health [B] 5   ☐ ___   **Reflexes** [B] 4
tests for advancement
___ Routine: ○○○○   Routine: ○○○○ (F)(D)(P)   *Average of Per, Agl, Spd. Round down.*
___ Difficult: ○○○○   Difficult: ○○○○   **Reflexes** *advances as the stats do.*
___ Challenge: ○○○○   Challenge: ○○○○

Steel [B] 6   ☐ ___   **Mortal Wound** [B] 11
___ Routine: ○○○○   Routine: ○○○○ (F)(D)(P)
___ Difficult: ○○○○   Difficult: ○○○○   *Average of Power and Forte (plus 6),*
___ Challenge: ○○○○   Challenge: ○○○●   *round down.* **MW** *advances as the stats do.*

Hesitation 6
(Hesitation = 10 - Will exp)

Circles [B] 2   (F)(D)(P)   *Reputation* 1D a poor knight   *Affiliation* 2D affiliation with his
tests for advancement
___ Routine: ○○○○   *Reputation* of no means but   *Affiliation* lord's household
___ Difficult: ○○○○
___ Challenge: ○○○●   *Reputation* great promise   *Affiliation*

Resources [B] 0   *Tax* (F)(D)(P)   *Cash*
tests for advancement
___ Routine: ○○○○   *Funds/Property*
___ Difficult: ○○○○
___ Challenge: ○○○●   *Loans/Debt*

PHYSICAL TOLERANCES GRAYSCALE

Tolerance			*Su*				*Li*		*Mi*	*Se*	*Tr*	*MW*				
Coordinate	**B1**	**B2**	**B3**	**B4**	**B5**	**B6**	**B7**	**B8**	**B9**	**B10**	**B11**	**B12**	**B13**	**B14**	**B15**	**B16**
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					

*The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is suffered, the obstacle penalty is replaced with a -1D penalty.

⊕ Skills ⊕

Skill				Skill		
Ancient History	[B] 3	R○○○○ D○○○○ C○○○●		*Armor Training*	☐ ___	R○○○○ D○○○○ C○○○●
Axe	[B] 4	R○○○○ D○○○○ C○○○●		*Shield Training*	☐ ___	R○○○○ D○○○○ C○○○●
Brawling	[B] 3	R○○○○ D○○○○ C○○○●		*Mounted Combat Training*	☐ ___	R○○○○ D○○○○ C○○○●
Conspicuous	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Crossbow	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Etiquette	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Knives	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Lance	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Oratory	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Poetry	[B] 2	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Riding	[B] 4	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
Sword	[B] 3	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●
	☐ ___	R○○○○ D○○○○ C○○○●			☐ ___	R○○○○ D○○○○ C○○○●

⊕ Weapons and Armor ⊕

Incidental— *1/2 Mark (round up)*   **Mark**— *Power stat exponent + Weapon Power exponent.*
Superb— *1.5x Mark (round down)*

MELEE	I		M		S		Add	VA	WS	Length
Bare fist	[B] 3		[B] 5		[B] 7		2	-	3	*Shortest*
Light Axe	[B] 4		[B] 8		[B] 12		2	1	2	*Long,*
Long Sword	[B] 4		[B] 8		[B] 1		2	—	3	*Long,*
Knife	[B] 3		[B] 6		[B] 9		1	—	X	*Shortest*
Lance	[B] 5		[B] 9		[B] 13		2		1	*Longest*

MISSILE WEAPONS

Crossbow

I	M	S	VA	*ammunition*
[B] 4	[B] 8	[B] 11	2	6 quarrels

Range Dice: Optimal 2D *Extreme* 3D | *DOF:* I 1-2 M 3-4 S 5-6

I	M	S	VA	*ammunition*
☐	☐	☐	☐	

Range Dice: Optimal ___ *Extreme* ___ | *DOF:* I___ M___ S___

ARMOR

Dice	Location	Type
○○○○○○	Head	5D
○○○○○○	Torso	6D
○○○○○○	Right Arm	5D
○○○○○○	Left Arm	5D
○○○○○○	Right Leg	5D
○○○○○○	Left Leg	5D
○○○○○	Shield	

Clumsy Weight
STEALTHY: +3 Ob   SPEED: -1D
PERCEPTION: +3 Ob   AGILITY: +2 Ob