

CHARACTER

Name Stock Age Lifepaths
Lukas Varga Man 21 Village Born, Sailor, Pirate

BELIEFS

Instincts

TRAITS

Character Traits

Die Traits

Call-On Traits

Sailor's Oath
He's A Jonah, That One
Drunk
Problem With Authority

Sea Legs

RELATIONSHIPS

Relationships

Circles

Named Circles

Enemy Circles

Lost Father

GEAR, POSSESSIONS AND PROPERTY

Shoes Clothes Arms, Run Of The Mill Quality
Armor, Gambeson, Run Of The Mill Quality

ARTHA AND EPIPHANIES

Fate
Open-end 6s



Persona
+1D per point



Deeds
Double dice or
reroll failed dice



Skill

Skill

Skill

Total Artha
Spent



Total Artha
Spent



Total Artha
Spent



Skill

Skill

Skill

Total Artha
Spent



Total Artha
Spent



Total Artha
Spent



NOTES, SPELLS AND OTHER MISCELLANEA

SKILLS BEING LEARNED





















Aptitude equals 10 minus Stat:

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

Skill Name

Aptitude

Tests towards Aptitude

_____			_____		
_____			_____		
_____			_____		
_____			_____		
_____			_____		

PRACTICE LOG

Stats

Will B 2

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

Power B 4

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

Perception B 5

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

Forte B 5

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

Agility B 6

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

Health B 4

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

Reflexes B 4

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

Steel B 5

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

Mortal Wound B 10

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

Hesitation 8

(Hesitation = 10 - Will exp)

Reputation

Reputation

Reputation

Circles B 1

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

Affiliation

Affiliation

Affiliation

Resources B 0

___ 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			
Seamanship	[B]	3	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
Knots	[B]	2	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
Sea-wise	[B]	3	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
Knives	[B]	5	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
Navigation	[B]	2	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
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_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
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_____	<input type="checkbox"/>	_____	<div style="display: flex; justify-content: space-between;"> R○○○○○ </div> <div style="display: flex; justify-content: space-between;"> D○○○○○ </div> <div style="display: flex; justify-content: space-between;"> C○○○○○ </div>
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WEAPONS AND ARMOR						
MELEE	I	M	S	Add VA	WS	Length
Bare-Fisted	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _	2	-	F
_____	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _			
_____	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _			
_____	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _			
_____	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _			
_____	<input type="checkbox"/> _	<input type="checkbox"/> _	<input type="checkbox"/> _			

Missile Weapons	Clumsy Weight
<div style="display: flex; justify-content: space-between;"> IMSVA </div> <div style="display: flex; justify-content: space-between;"> <input type="checkbox"/>_<input type="checkbox"/>_<input type="checkbox"/>_<input type="checkbox"/>_ </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? No.

STEEL QUESTIONS

Has the character ever been severely wounded? No.

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? No.

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.