

## CHARACTER

Name	Stock	Age	Lifepaths
Viktor	Man	33	Born Noble, Page, Squire, Knight, Captain

## BELIEFS

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## Instincts

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## TRAITS

Character Traits	Die Traits	Call-On Traits
Sense Of Entitlement	Mark Of Privilege	Savvy
Determined	Sworn Homage	
Pragmatic		

## RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
Dorn, Brother			

## GEAR, POSSESSIONS AND PROPERTY

Warhorse	Sword, Run of the Mill Quality	Mail, Run of the Mill Quality
Lance, Run of the Mill Quality	Arms, Full Plated Mail, Run of the Mill Quality	Other
Shoes	Traveling Gear	Cash

## 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 6 | Will Aptitude 5 | Agility Aptitude 6 | Speed Aptitude 5 | Power Aptitude 5 | Forte Aptitude 6

Skill Name

Aptitude

Tests towards Aptitude

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

## PRACTICE LOG

Stats

Will

B

5

tests for advancement:  
Difficult: 0000  
Challenge: 000

F

D

P

Power

B

5

Difficult: 0000  
Challenge: 000

F

D

P

Agility

B

4

Difficult: 0000  
Challenge: 000

F

D

P

Perception

B

4

Difficult: 0000  
Challenge: 000

F

D

P

Forte

B

4

Difficult: 0000  
Challenge: 000

F

D

P

Speed

B

5

Difficult: 0000  
Challenge: 000

F

D

P

Attributes

Health

B

4

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Reflexes

B

4

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

F

D

P

Steel

B

4

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Mortal Wound

B

10

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

F

D

P

Hesitation

5

(Hesitation = 10 - Will exp)

Circles

B

2

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

Reputation

Reputation

Reputation

Reputation

Affiliation

Paladins of Fire 1D

Affiliation

Affiliation

Resources

B

0

Routine: 0000  
Difficult: 0000  
Challenge: 000

F

D

P

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	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

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

Riding

B

3

R 0000  
D 0000  
C 000

Read

B

3

R 0000  
D 0000  
C 000

Armor Training

n/a

R 0000  
D 0000  
C 000

Lance

B

4

R 0000  
D 0000  
C 000

Conspicuous

B

4

R 0000  
D 0000  
C 000

Command

B

6

R 0000  
D 0000  
C 000

Strategy

B

6

R 0000  
D 0000  
C 000

Brawling

B

3

R 0000  
D 0000  
C 000

Sword

B

6

R 0000  
D 0000  
C 000

Shield Training

n/a

R 0000  
D 0000  
C 000

Mounted Combat Training

n/a

R 0000  
D 0000  
C 000

Intimidation

B

3

R 0000  
D 0000  
C 000

Field Dressing

B

3

R 0000  
D 0000  
C 000

Mace

B

4

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

R 0000  
D 0000  
C 000

Weapons and Armor

MELEE

I

M

S

Add

VA

WS

Length

Bare-Fisted

2

-

F

Shortest

Clumsy Weight

Stealthy:

Perception:

Speed:

Agility:

Missile Weapons

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

Armor

Dice

Location

Type

000000 Head

0000000 Torso

000000 Right Arm

000000 Left Arm

000000 Right Leg

000000 Left Leg

00000 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? No.

Has the character been tortured and enslaved? No.

Is the character athletic and active? No.

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? No.

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.