Character

Name	Stock	Age	Lifepaths
Eldest Son	Man	14	Born Noble, Page

Beliefs

_____

_____

_____

Instincts

_____

_____

_____

Traits

Character Traits	Die Traits	Call-On Traits
Skinny	Mark Of Privilege	

Relationships

Relationships	Circles	Named Circles	Enemy Circles
Knight, Man-at-Arms			

Gear, Possessions and Property

Arms, Run Of The Mill Quality, Reinforced Leather, Run Of The Mill Quality
Shoes Warhorse

Clothes

Artha and Epiphanies

Fate Open-end 6s (F)	Persona +1D per point (P)	Deeds Double dice or reroll failed dice (F)

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

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

Notes, Spells and Other Miscellanea

Skills Being Learned

Aptitude equals 10 minus Stat:

Perception Aptitude 7 | Will Aptitude 7 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 7 | Forte Aptitude 7

Skill Name	Aptitude	Tests towards Aptitude			
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○

Practice Log

Stats

Will ☐B 3
tests for advancement:
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Power ☐B 3
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Agility ☐B 4
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Perception ☐B 3
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Forte ☐B 3
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Speed ☐B 4
___ Difficult: ○○○○ ___ Ⓕ Ⓓ
___ Challenge: ○○○ Ⓟ

Attributes

Health ☐B 5
___ Routine: ○○○○ ___ Ⓕ Ⓓ
___ Difficult: ○○○○ ___ Ⓟ
___ Challenge: ○○○

_____ ☐
___ Routine: ○○○○ ___ Ⓕ Ⓓ
___ Difficult: ○○○○ ___ Ⓟ
___ Challenge: ○○○

Reflexes ☐B 3
Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

Steel ☐B 4
___ Routine: ○○○○ ___ Ⓕ Ⓓ
___ Difficult: ○○○○ ___ Ⓟ
___ Challenge: ○○○

_____ ☐
___ Routine: ○○○○ ___ Ⓕ Ⓓ
___ Difficult: ○○○○ ___ Ⓟ
___ Challenge: ○○○

Mortal Wound ☐B 9
Average of Power and Forte (plus 6)
round down. MW advances as the stats do.

Hesitation _7_
(Hesitation = 10 - Will exp)

Circles ☐B 1
___ Routine: ○○○○ ___ Ⓕ Ⓓ
___ Difficult: ○○○○ ___ Ⓟ
___ Challenge: ○○○

Reputation
Reputation
Reputation

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

| Riding | ☐B 3 | Brawling | ☐B 2 |
| R ○○○○ D ○○○○ C ○○○ | | R ○○○○ D ○○○○ C ○○○ | |

Write	☐B 1	Read	☐B 1
Sword	☐B 3	Etiquette	☐B 2
Hunting	☐B 1		

(multiple blank skill lines with R / D / C circle tracks)

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
○○○○○○	Head	_____
○○○○○○○	Torso	_____
○○○○○○	Right Arm	_____
○○○○○○	Left Arm	_____
○○○○○○	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? 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? 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? Yes.

Has the character given birth to a child? No.