

# CHARACTER

Name **Exiled Duke Man** Stock **Man** Age **35** Lifepaths **Born Noble, Page, Squire, Knight, Duke**

## BELIEFS

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## INSTINCTS

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## TRAITS

<b>Character Traits</b>	<b>Die Traits</b>	<b>Call-On Traits</b>
Your Grace	Mark Of Privilege	
Regal Bearing	Sworn Homage	
Callous	Noblesse Oblige	

## RELATIONSHIPS

<b>Relationships</b>	<b>Circles</b>	<b>Named Circles</b>	<b>Enemy Circles</b>
Captain of the House Guard			
Eldest Child			
Elector Count			
Huntsman			

## GEAR, POSSESSIONS AND PROPERTY

Clothes	Traveling Gear	Shoes
Warhorse	Armor, Light Mail, Run Of The Mill Quality	Mill Quality
Missile Weapons, Hunting Bow	Run Of The Mill Quality	

# ARTHA AND EPIPHANIES

Fate Open-end 6s	<b>F</b>	Persona +1D per point	<b>P</b>	Deeds Double dice or reroll failed dice	<b>F</b>
Skill	_____	Skill	_____	Skill	_____
Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>
Skill	_____	Skill	_____	Skill	_____
Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>

## NOTES, SPELLS AND OTHER MISCELLANEA

## SKILLS BEING LEARNED

Aptitude equals 10 minus Stat:  
 Perception Aptitude 6 | Will Aptitude 6 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 5 | Forte Aptitude 5

<b>Skill Name</b>	<b>Aptitude</b>	Tests towards Aptitude
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>

## PRACTICE LOG

# STATS

**Will** [B] 4 **Power** [B] 5 **Agility** [B] 4

tests for advancement:  
 \_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Perception** [B] 4 **Forte** [B] 5 **Speed** [B] 4

\_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Health** [B] 4 **Reflexes** [B] 4

\_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

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

**Steel** [B] 6 **Mortal Wound** [B] 11

\_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

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

**Hesitation** 6  
 (Hesitation = 10 - Will exp)

**Circles** [B] 3 **Reputation** Exiled Duke 3D  
**Reputation** Chaos Tainted 2D  
**Reputation**

\_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Affiliation** Disgraced Noble but still, of Noble Blood 1D  
**Affiliation**  
**Affiliation**

**Resources** [B] 5 **Tax** Cash  
 Funds/Property  
 Loans/Debt

\_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

## Physical Tolerances Grayscale

Tolerance			Su			Li			Mi	Se	Tr	Mo			
<b>Coordinate</b>	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15
<b>Injury</b>	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○	○ ○

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

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Write** [B] 2 **Read** [B] 2

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Sword** [B] 2 **Etiquette** [B] 2

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Mounted Combat Training** [ ] n/a **Shield Training** [ ] n/a

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Armor Training** [ ] n/a **Lance** [B] 3

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Knives** [B] 2 **Crossbow** [B] 2

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Intimidation** [B] 2 **Hunting** [B] 3

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Conspicuous** [B] 2 **Axe** [B] 4

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Bow** [B] 3 **Oratory** [B] 3

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Strategy** [B] 4 **Observation** [B] 2

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

**Orienteering** [B] 2 **Command** [B] 2

\_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_ Difficult: ○○○○ \_\_\_ **R** ○○○○ **D** ○○○○ **C** ○○○○ \_\_\_  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_

# WEAPONS AND ARMOR

**MELEE** **I** **M** **S** **Add VA** **WS** **Length** **Clumsy Weight**

**Bare-Fisted** [ ] [ ] [ ] [ ] 2 - F Shortest **Stealthy:** \_\_\_  
 [ ]  
**Perception:** \_\_\_  
**Speed:** \_\_\_  
**Agility:** \_\_\_

## Missile Weapons

**Armor**

**I** **M** **S** **VA** **Ammunition** **Dice** **Location** **Type**

[ ]  
 Range dice: Optimal: \_\_\_ Extreme: \_\_\_ DOF: I \_\_\_ M \_\_\_ S \_\_\_  
 [ ]  
 Range dice: Optimal: \_\_\_ Extreme: \_\_\_ DOF: I \_\_\_ M \_\_\_ S \_\_\_

○○○○○○ 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? Yes.

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? Yes.

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.