Character

Name	Stock	Age	Lifepaths
Arriet	Man	39	City Born, Religious Acolyte, Zealous Convert, Thinker

Beliefs

Instincts

Traits

Character Traits	Die Traits	Call-On Traits
Infallible Religious Logic	Faithful Gifted Tonsured	

Relationships

Relationships	Circles	Named Circles	Enemy Circles

Gear, Possessions and Property

Artha and Epiphanies

Fate Open-end 6s (F)

Persona +1D per point (P)

Deeds Double dice or reroll failed dice (F)

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

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

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

Notes, Spells and Other Miscellanea

Skills Being Learned

Aptitude equals 10 minus Stat:

Perception Aptitude 6 | **Will Aptitude** 5 | **Agility Aptitude** 5 | **Speed Aptitude** 7 | **Power Aptitude** 8 | **Forte Aptitude** 7

Skill Name	Aptitude	Tests towards Aptitude		

Practice Log

Stats

Will B 5
tests for advancement:
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Power B 2
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Agility B 5
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Perception B 4
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

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

Speed B 3
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Attributes

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

Faith B 5
___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Reflexes B 4

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

Steel B 5
___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

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

Mortal Wound B 8

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

Hesitation 5
(Hesitation = 10 - Will exp)

Circles B 2
___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
F D P

Reputation **Affiliation**
Reputation **Affiliation**
Reputation **Affiliation**

Resources B 0
___ Routine: ○○○○ ___
___ Difficult: ○○○○ ___
___ Challenge: ○○○ ___
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	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○

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

Doctrine	B 2	R ○○○○ D ○○○○ C ○○○	Bureaucracy	B 2
Write	B 2	R ○○○○ D ○○○○ C ○○○	Read	B 2
Etiquette	B 3	R ○○○○ D ○○○○ C ○○○	Religious Diatribe	B 2
Rhetoric	B 4	R ○○○○ D ○○○○ C ○○○	Philosophy	B 2
Strategy	B 2	R ○○○○ D ○○○○ C ○○○	Strategy Games	B 2
Calligraphy	B 3	R ○○○○ D ○○○○ C ○○○	History	B 2
Sorcery	B 4	R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		
		R ○○○○ D ○○○○ C ○○○		

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? 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? Yes.

Has the character given birth to a child? No.

Faith Questions

Is God who you trust the most? Yes.

When in danger, do you consult God for aid? No.

Is it only through God that you best serve your allies? Yes.