

CHARACTER

Name Stock Age Lifepaths
 Bandit Man 18 Born Noble, Bastard, Bandit

BELIEFS

INSTINCTS

TRAITS

Character Traits	Die Traits	Call-On Traits
Bitter	Mark Of Privilege	
Cynical	Bastard	

RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
Lord Henry			
Uncle (Castellon of Muntburg)			

GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality	Arms, Light Mail, Run Of The Mill Quality	
Traveling Gear	Shoes	Shield, Run of the Mill Quality
Cash		

ARTHA AND EPIPHANIES

Fate Open-end 6s	F	Persona +1D per point	P	Deeds Double dice or reroll failed dice	F
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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 6 | Will Aptitude 6 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 5 | Forte Aptitude 6

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

PRACTICE LOG

STATS

Will B 4

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



Power B 5

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



Agility B 4

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



Perception B 4

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



Forte B 4

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



Speed B 4

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



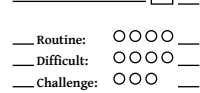
ATTRIBUTES

Health B 5

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



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



Reflexes B 4

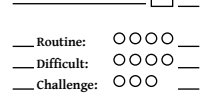
Average of Per, Agl, Spd. Round down.
 Reflexes advances as the stats do.

Steel B 6

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



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



Mortal Wound B 10

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

Hesitation 6

(Hesitation = 10 - Will exp)

Circles B 2

___ 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

Family Secret-wise B 2

R ○○○○
D ○○○○
C ○○○○

Extortion B 3

R ○○○○
D ○○○○
C ○○○○

Intimidation B 3

R ○○○○
D ○○○○
C ○○○○

Stealthy B 3

R ○○○○
D ○○○○
C ○○○○

Axe B 3

R ○○○○
D ○○○○
C ○○○○

Armor Training n/a

R ○○○○
D ○○○○
C ○○○○

Shield Training n/a

R ○○○○
D ○○○○
C ○○○○

R ○○○○
D ○○○○
C ○○○○

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

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D ○○○○
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___ Routine: ○○○○ ___
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 ___ Challenge: ○○○ ___

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

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 ___ Challenge: ○○○ ___

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 ___ Challenge: ○○○ ___

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 ___ Challenge: ○○○ ___

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 ___ Challenge: ○○○ ___

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

R ○○○○
D ○○○○
C ○○○○

R ○○○○
D ○○○○
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WEAPONS AND ARMOR

MELEE	I	M	S	Add	VA	WS	Length	Clumsy Weight
Bare-Fisted	□	□	□	2	-	F	Shortest	Stealthy: ___
_____	□	□	□					Perception: ___
_____	□	□	□					Speed: ___
_____	□	□	□					Agility: ___

Missile Weapons

I M S VA Ammunition
 □ □ □ □
 Range dice: Optimal: ___ Extreme: ___ DOF: I ___ M ___ S ___

Dice **Armor**
 Location Type
 ○○○○○○ Head _____
 ○○○○○○○ Torso _____
 ○○○○○○ Right Arm _____
 ○○○○○○ Left Arm _____
 ○○○○○○ Right Leg _____
 ○○○○○○ Left Leg _____
 ○○○○○○ Shield _____

I M S VA Ammunition
 □ □ □ □
 Range dice: Optimal: ___ Extreme: ___ DOF: I ___ M ___ S ___

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? Yes.

Has the character given birth to a child? No.