

CHARACTER

| | | | |
|-------|-------|-----|-------------------------------|
| Name | Stock | Age | Lifepaths |
| Baron | Man | 29 | Born Noble, Page, Lord, Baron |

BELIEFS

INSTINCTS

TRAITS

| | | |
|--------------------------|--------------------------------------|----------------|
| Character Traits | Die Traits | Call-On Traits |
| Your Lordship Pompous | Mark Of Privilege Noblesse Oblige | |

RELATIONSHIPS

| | | | |
|----------------------|---------|---------------|---------------|
| Relationships | Circles | Named Circles | Enemy Circles |
| Baroness of Haytheln | | | |

GEAR, POSSESSIONS AND PROPERTY

Armor, Plated Mail, Runed Helm, Iron Chainmail, Riding Mount Or Pack Animal
 Clothes Shoes Finery
 Property, A Moderate-sized Estate

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

| Skill Name | Aptitude | Tests towards Aptitude |
|------------|-----------------------|---|
| _____ | <input type="radio"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| _____ | <input type="radio"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| _____ | <input type="radio"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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| _____ | <input type="radio"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

PRACTICE LOG

STATS

Will [B] 5
 tests for advancement:
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

Power [B] 4
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

Agility [B] 4
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

Perception [B] 4
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

Forte [B] 4
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

Speed [B] 5
 ___ Difficult: ○○○○ — (F) (D)
 ___ Challenge: ○○○ — (P)

ATTRIBUTES

Health [B] 5
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (P)

Reflexes [B] 4
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (P)

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

Steel [B] 4
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (P)

Mortal Wound [B] 10
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (P)

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

Hesitation 5
 (Hesitation = 10 - Will exp)

Circles [B] 3
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (P)

Reputation Baron of Haytheln 2D
Reputation
Reputation

Affiliation
Affiliation
Affiliation

Resources [B] 6
 ___ Routine: ○○○○ — (F) (D)
 ___ Difficult: ○○○○ — (P)
 ___ Challenge: ○○○ — (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

Riding [B] 4
 R ○○○○
 D ○○○○
 C ○○○

Write [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Read [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Sword [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Etiquette [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Hunting [B] 4
 R ○○○○
 D ○○○○
 C ○○○

Dance [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Falconry [B] 3
 R ○○○○
 D ○○○○
 C ○○○

Estate Management [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Armor Training [] n/a
 R ○○○○
 D ○○○○
 C ○○○

Fealty-wise [B] 2
 R ○○○○
 D ○○○○
 C ○○○

Strategy Games [B] 3
 R ○○○○
 D ○○○○
 C ○○○

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 ___

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.