

CHARACTER

Name **Foot Soldier Man** Stock **Man** Age **22** Lifepaths **Born Peasant, Trapper, Hunter, Foot Soldier**

BELIEFS

INSTINCTS

TRAITS

Character Traits **Amenable** **Foul Smelling** Die Traits **Fearless** Call-On Traits

RELATIONSHIPS

Relationships **Spouse** Circles **Named Circles** Enemy Circles

GEAR, POSSESSIONS AND PROPERTY

Armor, Gambeson, Run Of The Mill Quality **Traveling Gear**
 Shoes **Missile Weapons, Great Bow, Run Of The Mill Quality**
 Arms, Run Of The Mill Quality

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 4 | Will Aptitude 7 | Agility Aptitude 6 | Speed Aptitude 7 | Power Aptitude 4 | Forte Aptitude 4

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

PRACTICE LOG

STATS

Will [B] 3 **Power** [B] 6 **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] 6 **Forte** [B] 6 **Speed** [B] 3

___ Difficult: ○○○○ ___ **F** **D** ___ Difficult: ○○○○ ___ **F** **D** ___ Difficult: ○○○○ ___ **F** **D** ___
 ___ Challenge: ○○○ ___ **P** **D** ___ Challenge: ○○○ ___ **P** **D** ___ Challenge: ○○○ ___ **P** **D** ___

ATTRIBUTES

Health [B] 5 **Reflexes** [B] 4

___ Routine: ○○○○ ___ **F** **D** ___ Routine: ○○○○ ___ **F** **D** ___
 ___ Difficult: ○○○○ ___ **P** **D** ___ Difficult: ○○○○ ___ **P** **D** ___
 ___ Challenge: ○○○ ___ **P** **D** ___ Challenge: ○○○ ___ **P** **D** ___

Steel [B] 7 **Mortal Wound** [B] 12

___ 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.

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

Hesitation 7
 (Hesitation = 10 - Will exp)

Circles [B] 1 **Reputation** **Affiliation**

___ Routine: ○○○○ ___ **F** **D** ___ **Reputation** **Affiliation**
 ___ Difficult: ○○○○ ___ **P** **D** ___ **Reputation** **Affiliation**
 ___ Challenge: ○○○ ___ **P** **D** ___ **Reputation** **Affiliation**

Resources [B] 0 **Tax** **Cash**

___ Routine: ○○○○ ___ **F** **D** ___ **Funds/Property**
 ___ Difficult: ○○○○ ___ **P** **D** ___ **Loans/Debt**
 ___ Challenge: ○○○ ___ **P** **D** ___

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

Trapper [B] 2 **Stealthy** [B] 2

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Hagglng [B] 1 **Hunting** [B] 2

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Orienteering [B] 4 **Bow** [B] 2

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Soldiering [B] 2 **Shield Training** [n/a]

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Brawling [B] 4 **Foraging** [B] 3

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Firebuilding [B] 3 **Axe** [B] 5

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Forest-wise [B] 3 **Mountain-wise** [B] 3

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **C** ○○○ ___

Folklore [B] 3

___ Routine: ○○○○ ___ **R** ○○○○ ___ **R** ○○○○ ___
 ___ Difficult: ○○○○ ___ **D** ○○○○ ___ **D** ○○○○ ___
 ___ Challenge: ○○○ ___ **C** ○○○ ___ **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

Armor

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

[] [] [] [] [] ○○○○○○ **Head** []

Range dice: Optimal: [] Extreme: [] DOF: I [] M [] S [] ○○○○○○ **Torso** []

___ [] [] [] [] [] ○○○○○○ **Right Arm** []

___ [] [] [] [] [] ○○○○○○ **Left Arm** []

___ [] [] [] [] [] ○○○○○○ **Right Leg** []

___ [] [] [] [] [] ○○○○○○ **Left Leg** []

___ [] [] [] [] [] ○○○○ **Shield** []

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? No.

Has the character given birth to a child? No.