

## CHARACTER

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

### BELIEFS

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### INSTINCTS

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### TRAITS

Character Traits	Die Traits	Call-On Traits
Merciless	Alert	
Patient	Cold-blooded	
Foul Smelling		

### RELATIONSHIPS

Relationships      Circles      Named Circles      Enemy Circles

### GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill **Quality**      Shoes  
 Clothes      Rent

## 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 5 | Power Aptitude 5 | Forte Aptitude 5

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"/>
_____	<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"/>

### 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] 5

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

# ATTRIBUTES

**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] 2 **Reputation** **Affiliation**  
 \_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_ **Reputation** **Affiliation**  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_ **Reputation** **Affiliation**  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ **Reputation** **Affiliation**

Children of the Spear 1D  
**Affiliation**  
**Affiliation**

**Resources** [B] 1 **Tax** **Cash**

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

**Trapper** [B] 2 **Tracking** [B] 2

**Haggling** [B] 2 **Soldiering** [B] 2

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

**Foraging** [B] 2 **Firebuilding** [B] 2

**Spear** [B] 4 **Intimidation** [B] 2

**Countryside-wise** [B] 2 **Fortress-wise** [B] 2

**Mercenary Company-wise** [B] 2 **War-wise** [B] 2

**Loot-wise** [B] 2 **Extortion-wise** [B] 2

**Knives** [B] 2

# 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** **Dice** **Armor** **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? 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.