

CHARACTER

Name **Itinerant Performer** Stock **Performer** Age **22** Lifepaths **City Born, Temple Acolyte, Itinerant Performer**

BELIEFS

INSTINCTS

TRAITS

Character Traits	Die Traits	Call-On Traits
Alms-taker	Faithful	
Odd	Believer	

RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
Server in Muntburg			

GEAR, POSSESSIONS AND PROPERTY

Surgery Kit	Personal Effects	Shoes
Traveling Gear	Clothes	

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 6 | Agility Aptitude 6 | Speed Aptitude 6 | 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"/>
_____	<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] 4 **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] 4 **Speed** [B] 4

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

ATTRIBUTES

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

___ Routine: ○○○○ ___ **F** **D** ___ Routine: ○○○○ ___ **F** **D** ___ Average of Per, Agl, Spd. Round down.
 ___ Difficult: ○○○○ ___ **P** **D** ___ Difficult: ○○○○ ___ **P** **D** ___ Reflexes advances as the stats do.
 ___ Challenge: ○○○ ___ **P** **D** ___ Challenge: ○○○ ___ **P** **D** ___

Steel [B] 3 **Mortal Wound** [B] 10

___ Routine: ○○○○ ___ **F** **D** ___ Routine: ○○○○ ___ **F** **D** ___ Average of Power and Forte (plus 6)
 ___ Difficult: ○○○○ ___ **P** **D** ___ Difficult: ○○○○ ___ **P** **D** ___ round down. MW advances as the stats do.
 ___ Challenge: ○○○ ___ **P** **D** ___ Challenge: ○○○ ___ **P** **D** ___

Hesitation 6
(Hesitation = 10 - Will exp)

Circles [B] 2 **Reputation** **Affiliation**
 ___ Routine: ○○○○ ___ **F** **D** ___ **Reputation** Followers of the Merciful Song 1D
 ___ Difficult: ○○○○ ___ **P** **D** ___ **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

Doctrine [B] 2 **Bureaucracy** [B] 2

Write [B] 2 **Read** [B] 2

Temple-wise [B] 2 **Cooking** [B] 2

Sewing [B] 2 **Acting** [B] 2

Sleight Of Hand [B] 2 **Haggling** [B] 3

Mending [B] 3 **Disguise** [B] 2

Surgery [B] 2 **Field Dressing** [B] 2

Bribe-wise [B] 2

___ Routine: ○○○○ ___ R ○○○○
 ___ Difficult: ○○○○ ___ D ○○○○
 ___ Challenge: ○○○ ___ 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** **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? No.

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?
Yes.

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.

FAITH QUESTIONS

Is God who you trust the most? No.

When in danger, do you consult God for aid? Yes.

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