

CHARACTER

Name **Rogue Wizard** Stock **Man** Age **25** Lifepaths **City Born, Neophyte Sorcerer, Rogue Wizard**

BELIEFS

INSTINCTS

TRAITS

| | | |
|---|--|-----------------------|
| Character Traits | Die Traits | Call-On Traits |
| Extremely Respectful Of One's Betters Spooky | Gifted Aura Of Fear Obscure Aura | |

RELATIONSHIPS

| | | | |
|----------------------|----------------|----------------------|----------------------|
| Relationships | Circles | Named Circles | Enemy Circles |
| Father (Mentor) | | | |

GEAR, POSSESSIONS AND PROPERTY

| | | |
|------------------------|-------------------------|-----------------------|
| Shoes | Clothes | Traveling Gear |
| Witch Key (spell p223) | Wyrd Light (spell p223) | The Fear (spell p212) |
| Shards (spell p219) | Mask (spell p216) | |

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

| | | |
|-------------------|-----------------|------------------------|
| Skill Name | Aptitude | Tests towards Aptitude |
| _____ | O | O O O O |
| _____ | O | O O O O |
| _____ | O | O O O O |
| _____ | O | O O O O |
| _____ | O | O O O O |

PRACTICE LOG

STATS

Will **B** 4 **F** **D**
 tests for advancement:
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Power **B** 4 **F** **D**
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Agility **B** 4 **F** **D**
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Perception **B** 5 **F** **D**
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Forte **B** 5 **F** **D**
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Speed **B** 4 **F** **D**
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

ATTRIBUTES

Health **B** 4 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Reflexes **B** 4 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Mortal Wound **B** 10 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Steel **B** 4 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

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 **6**
 (Hesitation = 10 - Will exp)

Circles **B** 2 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Reputation **B** 2 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Affiliation **B** 2 **F** **D**
 ___ Routine: ○○○○ ___
 ___ Difficult: ○○○○ ___
 ___ Challenge: ○○○ ___

Resources **B** 0 **F** **D**
 ___ 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

Write **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Read **B** 3 **R** ○○○○
 D ○○○○
 C ○○○○

Research **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Symbology **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Sorcery **B** 5 **R** ○○○○
 D ○○○○
 C ○○○○

Bloodletting **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Ugly Truth **B** 3 **R** ○○○○
 D ○○○○
 C ○○○○

Apocalypse-wise **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Enchanting **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Alchemy **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Sorcery-wise **B** 2 **R** ○○○○
 D ○○○○
 C ○○○○

Intimidation **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** **Dice** **Location** **Type**

○○○○○○ **Head** ___

○○○○○○ **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? 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.