

CHARACTER

Name Scout Stock Man Age 21 Lifepaths Village Born, Kid, Runner, Scout

BELIEFS

INSTINCTS

TRAITS

Character Traits	Die Traits	Call-On Traits
Good For Nothing	Sprinter	Fleet Of Foot
Mercenary		
Bad Egg		
Skinny		

RELATIONSHIPS

Relationships Circles Named Circles Enemy Circles

GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality Weapons, Hunting Bow, Run Of The Mill Quality
 Shoes Traveling Gear Armor, Gambeson, 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 6 | Will Aptitude 7 | Agility Aptitude 4 | 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"/>
_____	<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 3**

tests for advancement:

___ Difficult: ○○○○

___ Challenge: ○○○



Power **B 4**

___ Difficult: ○○○○

___ Challenge: ○○○



Agility **B 6**

___ Difficult: ○○○○

___ Challenge: ○○○



Perception **B 4**

___ Difficult: ○○○○

___ Challenge: ○○○



Forte **B 4**

___ Difficult: ○○○○

___ Challenge: ○○○



Speed **B 5**

___ Difficult: ○○○○

___ Challenge: ○○○



ATTRIBUTES

Health **B 4**

___ Routine: ○○○○

___ Difficult: ○○○○

___ Challenge: ○○○



___ Routine: ○○○○

___ Difficult: ○○○○

___ Challenge: ○○○



Reflexes **B 5**

Average of Per, Agl, Spd. Round down.

Reflexes advances as the stats do.

Steel **B 5**

___ Routine: ○○○○

___ Difficult: ○○○○

___ Challenge: ○○○



___ Routine: ○○○○

___ Difficult: ○○○○

___ Challenge: ○○○



Mortal Wound **B 10**

Average of Power and Forte (plus 6)

round down. MW advances as the stats do.

Hesitation **7**

(Hesitation = 10 - Will exp)

Circles **B 1**

___ Routine: ○○○○

___ Difficult: ○○○○

___ Challenge: ○○○



Reputation

Reputation

Reputation

Affiliation

Affiliation

Affiliation

Resources **B 0**

___ 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

Trouble-wise **B 2**

Inconspicuous **B 1**

Foraging **B 2**

Observation **B 4**

Knives **B 3**

Throwing **B 3**

Stealthy **B 3**

Orienteering **B 3**

Bow **B 3**

Falsehood **B 2**

WEAPONS AND ARMOR

MELEE I M S Add VA WS Length

Bare-Fisted	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	-	F	Shortest
_____	<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="checkbox"/>				
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

Clumsy Weight

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.