

CHARACTER

Name	Stock	Age	Lifepaths
Strider	Man	19	Born Peasant, Hunter, Strider

BELIEFS

INSTINCTS

TRAITS

Character Traits	Die Traits	Call-On Traits
Keen Sense Of Humor Merciful Loner	Alert	

RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
Spurned lover			

GEAR, POSSESSIONS AND PROPERTY

Missile Weapons, Hunting Traveling Gear	Arrow Arms, Poor Quality	Binoculars Clothes	Missile Poor Quality
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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 5 | Forte Aptitude 5

Skill Name	Aptitude	Tests towards Aptitude
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○
_____	()	○○○○ ○○○○

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] 4

___ 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** ___

Steel [B] 3 **Mortal Wound** [B] 11

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

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**

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

Hunting [B] 2 **Tracking** [B] 3

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

Stealthy [B] 3 **Orienteering** [B] 2

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

Bow [B] 3 **Forest-wise** [B] 2

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

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

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

Spear [B] 4 **Knives** [B] 3

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

Mending [B] 3

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

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

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

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

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

___ 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**

[] [] [] [] []

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? 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.