

CHARACTER

Name	Stock	Age	Lifepaths
Strider	Man	28	Born Noble, Lord, Captain, Strider

BELIEFS

INSTINCTS

TRAITS

Character Traits	Die Traits	Call-On Traits
Your Lordship	Mark Of Privilege	Savvy
Determined		
Pragmatic Outlook		
Loner		

RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
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GEAR, POSSESSIONS AND PROPERTY

Armor, Reinforced Leather	Missile	Weapons	Quality	Run	Of	The	Quality
Clothes	Traveling Gear	Shoes					
Cash	Personal Effects						

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 5 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 6 | 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] 5 **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] 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] 5 **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] 7 **Mortal Wound** [B] 10

___ 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 5
(Hesitation = 10 - Will exp)

Circles [B] 2 **Reputation** Scourge of the Baglers 3D
Reputation **Affiliation** Birch Legs 2D
 ___ Routine: ○○○○ ___ **F** **D** ___ **Reputation** **Affiliation** Rangers 1D
 ___ Difficult: ○○○○ ___ **P** **D** ___ **Affiliation**
 ___ Challenge: ○○○ ___ **P** **D** ___ **Affiliation**

Resources [B] 5 **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 **Command** [B] 3

Haggling [B] 2 **Oratory** [B] 3

Field Dressing [B] 3 **Strategy** [B] 3

Forest-wise [B] 3 **Orienteering** [B] 3

Foraging [B] 3 **Tracking** [B] 3

Firebuilding [B] 2 **Stealthy** [B] 2

Axe [B] 4 **Bow** [B] 4

Trails-wise [B] 2 **Poetry** [B] 3

Mending [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**

[] [] [] [] [] [] [] []
 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? 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? Yes.

Has the character given birth to a child? No.