

CHARACTER

Name	Stock	Age	Lifepaths
Student	Man	21	Born Peasant, Peddler, Dilettante, Student

BELIEFS

INSTINCTS

TRAITS

Character Traits

Know It All
Superstitious
Rabble-rouser

Die Traits

Eidetic Memory
Geometric
Cipher
Blank Stare

Call-On Traits

Glib

RELATIONSHIPS

Relationships

Aunt

Circles

Named Circles

Enemy Circles

GEAR, POSSESSIONS AND PROPERTY

Clothes

Cash

Traveling Gear

Astrology Toolkit

Shoes

ARTHA AND EPIPHANIES

Fate
Open-end 6s



Persona
+1D per point



Deeds
Double dice or
reroll failed dice



Skill _____

Total Artha Spent



Skill _____

Total Artha Spent



Skill _____

Total Artha Spent



Skill _____

Total Artha Spent



Skill _____

Total Artha Spent



Skill _____

Total Artha Spent



NOTES, SPELLS AND OTHER MISCELLANEA

SKILLS BEING LEARNED

Aptitude equals 10 minus Stat:

Perception Aptitude 4 | Will Aptitude 6 | Agility Aptitude 6 | Speed Aptitude 6 | Power Aptitude 6 | Forte Aptitude 6

Skill Name

Aptitude

Tests towards Aptitude

_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○
_____	○	○○○○ ○○○○	_____	○	○○○○ ○○○○

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] 6 **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 **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] 10

___ 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** ___ Order of the Stars 1D **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** ___

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.

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

Mending [B] 2 **Haggling** [B] 2

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Persuasion [B] 3 **Inconspicuous** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Falsehood [B] 3 **Sorcery-wise** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Obscure History [B] 4 **Write** [B] 2

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Read [B] 3 **Philosophy** [B] 2

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Rule Of Law [B] 3 **History** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Symbology [B] 3 **Anatomy** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Astrology [B] 4 **Streetwise** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

City-wise [B] 3 **Research** [B] 3

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

Obscure Text-wise [B] 3 **Instruction** [B] 2

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

___ R ○○○○
 ___ D ○○○○
 ___ C ○○○

___ 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

Armor

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.