

## CHARACTER

Name: Veteran      Stock: Man      Age: 25      Lifepaths: Born Noble, Foot Soldier, Sergeant, Veteran

### BELIEFS

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### INSTINCTS

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### TRAITS

Character Traits	Die Traits	Call-On Traits
Wary	Light Sleeper Mark Of Privilege Stubborn	

### RELATIONSHIPS

Relationships	Circles	Named Circles	Enemy Circles
Spouse			

### GEAR, POSSESSIONS AND PROPERTY

Arms, Run Of The Mill Quality, Run Of The Mill Quality  
 Traveling Gear      Shoes      Armor, Reinforced Leather, Run Of The Mill Quality  
 Personal Effects      Property, A Small Cottage

## ARTHA AND EPIPHANIES

Fate Open-end 6s	<b>F</b>	Persona +1D per point	<b>P</b>	Deeds Double dice or reroll failed dice	<b>F</b>
Skill	_____	Skill	_____	Skill	_____
Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>
Skill	_____	Skill	_____	Skill	_____
Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>	Total Artha Spent	<b>F</b> <b>P</b> <b>D</b>

### 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 6

Skill Name	Aptitude	Tests towards Aptitude
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>
_____	<b>O</b>	<b>O O O O</b>

### 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] 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] 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 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 **Reputation** **Affiliation**  
 \_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_ **Reputation** **Affiliation**  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_ **Reputation** **Affiliation**  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ **Reputation** **Affiliation**

**Reputation** **Affiliation**  
 Reputation **Affiliation**

**Resources** [B] 1 **Tax** **Cash**

\_\_\_ Routine: ○○○○ \_\_\_ **F** **D** \_\_\_ **Tax** **Cash**  
 \_\_\_ Difficult: ○○○○ \_\_\_ **P** **D** \_\_\_ **Funds/Property**  
 \_\_\_ Challenge: ○○○ \_\_\_ **P** **D** \_\_\_ **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

**Soldiering** [B] 2 **Shield Training** [ ] n/a

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Shield Training** [ ] n/a  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Shield Training** [ ] n/a  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Shield Training** [ ] n/a

**Brawling** [B] 2 **Crossbow** [B] 4

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Crossbow** [B] 4  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Crossbow** [B] 4  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Crossbow** [B] 4

**Spear** [B] 3 **Intimidation** [B] 4

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Intimidation** [B] 4  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Intimidation** [B] 4  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Intimidation** [B] 4

**Command** [B] 3 **Field Dressing** [B] 3

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Field Dressing** [B] 3  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Field Dressing** [B] 3  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Field Dressing** [B] 3

**Soldier-wise** [B] 2 **Campaign History** [B] 2

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Campaign History** [B] 2  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Campaign History** [B] 2  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Campaign History** [B] 2

**Tactics** [B] 4 **Norwegian Civil War-wise** [B] 2

\_\_\_ Routine: ○○○○ \_\_\_ **R** ○○○○ \_\_\_ **Norwegian Civil War-wise** [B] 2  
 \_\_\_ Difficult: ○○○○ \_\_\_ **D** ○○○○ \_\_\_ **Norwegian Civil War-wise** [B] 2  
 \_\_\_ Challenge: ○○○ \_\_\_ **C** ○○○ \_\_\_ **Norwegian Civil War-wise** [B] 2

\_\_\_ 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

**Armor**

**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 \_\_\_

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? 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.