

Character Index

Name Stock Age Lifepaths

Alias Homeland Features

Beliefs

Belief 1
(F: ☐ P: ☐ D: ☐)

Belief 2
(F: ☐ P: ☐ D: ☐)

Belief 3
(F: ☐ P: ☐ D: ☐)

Belief Special
(F: ☐ P: ☐ D: ☐)

Instincts

Instinct 1
(F: ☐ P: ☐ D: ☐)

Instinct 2
(F: ☐ P: ☐ D: ☐)

Instinct 3
(F: ☐ P: ☐ D: ☐)

Traits

Character Traits

Die Traits

Call-On Traits
(Describe trait and the skill it affects)

Relationships

Relationships

Circles

Named Circles

Enemy Circles

Gear, Possessions and Property

Artha and Epiphanies

Fate Open-end 6s ☐ Persona +1D per point ☐ Deeds Double dice or reroll a failed dice ☐ Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 Fate points

Ability _____ Total Artha Spent <input type="radio"/> <input type="radio"/> <input type="radio"/>	Ability _____ Total Artha Spent <input type="radio"/> <input type="radio"/> <input type="radio"/>	Ability _____ Total Artha Spent <input type="radio"/> <input type="radio"/> <input type="radio"/>	Ability _____ Total Artha Spent <input type="radio"/> <input type="radio"/> <input type="radio"/>
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Notes, Spells and Other Miscellanea

Skills Being Learned

Aptitude equals 10 minus Stat:
Perception Aptitude ____ | Will Aptitude ____ | Agility Aptitude ____ | Speed Aptitude ____ | Power Aptitude ____ | Forte Aptitude ____

Skill Name	Aptitude	Tests toward Aptitude
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
_____	<input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Practice Log



Stats

Will <input type="checkbox"/> — <i>Let it Ride Successes</i> <i>tests for advancement</i> — Difficult: ○○○○ — Challenge: ○○○● = ○	Power <input type="checkbox"/> — — Difficult: ○○○○ — Challenge: ○○○● = ○	Agility <input type="checkbox"/> — — Difficult: ○○○○ — Challenge: ○○○● = ○
Perception <input type="checkbox"/> — — Difficult: ○○○○ — Challenge: ○○○● = ○	Forte <input type="checkbox"/> — — Difficult: ○○○○ — Challenge: ○○○● = ○	Speed <input type="checkbox"/> — — Difficult: ○○○○ — Challenge: ○○○● = ○

Speed Multiplier: ____

Attributes

Resources <input type="checkbox"/>	<i>Let it Ride</i>	<i>Tax</i>	<i>Cash</i>
<i>tests for advancement</i>			
— Routine: ○○○○	○	○	<i>Funds/Property</i>
— Difficult: ○○○○			<i>Loans/Debt</i>
— Challenge: ○○○●			

Circles   *Reputation* *Affiliation*
tests for advancement 
 — Routine: ○ ○ ○ ○ — *Reputation* *Affiliation*
 — Difficult: ○ ○ ○ ○ — *Affiliation*
 — Challenge: ○ ○ ○ ● — *Reputation* *Affiliation*

Health

☐
☐

tests for advancement

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●

Reflexes

☐
☐

Average of Per, Agl, Spd


Ref advances as the stats do.

☐
☐

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●

Steel	<input type="checkbox"/> —		Mortal Wound	<input type="checkbox"/> —
— Routine:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<i>Average of Power and Forte (plus 6).</i>	
— Difficult:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		<i>MW advances as the stats do.</i>	
— Challenge:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>			

Hesitation _____
(Hesitation = 10 - Will exp)

Injury and Recovery



Wound Penalties

Sup.: +1 0b Severe: -3D
 Light: -1D Traum.: -4D
 Midi: -2D Mortal: Dying

Sup. Wounds

○ 1st: +1 0b
 ○ 2nd: —
 ○ 3rd: -1D

Die Penalties

Dice

Skills

_____	<input type="checkbox"/>	_____	_____	<input type="checkbox"/>	_____
			ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●

Weapons and Armor

Weapons

Incidental— $1/2$ Mark (round up) **Mark**— Power stat exponent + Weapon Power exponent.
Superb— $1.5x$ Mark (round down)

MELEE	I	M	S	Add	VA	WS
Bare-fisted	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	-	F
	<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"/>			

Armor

Dice	Location	Type
○○○○○○	Head	_____
○○○○○○○	Torso	_____
○○○○○○○	Right Arm	_____
○○○○○○○	Left Arm	_____
○○○○○○○	Right Leg	_____
○○○○○○○	Left Leg	_____
○○○○○	Shield	_____

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 ___

Clumsy Weight

STEALTHY: _____

PERCEPTION: _____

SPEED: _____

AGILITY: _____

