

# 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

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

*Speed Multiplier:* \_\_\_\_

## Attributes


<b>Resources</b> <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: ○ ○ ○ ○ — *Reputation* *Affiliation*  
 — Challenge: ○ ○ ○ ● — *Reputation* *Affiliation*

**Health** ☐ \_\_\_\_      **Reflexes** ☐ \_\_\_\_      \_\_\_\_ ☐ \_\_\_\_  
*tests for advancement* ○○○○ ○○○○  
 — Routine: ○○○○ —  
 — Difficult: ○○○○ —  
 — Challenge: ○○○● —

*Average of Per, Agl, Spd*  
**Ref** advances as the stats do.

— Routine: ○○○○ —  
 — Difficult: ○○○○ —  
 — Challenge: ○○○● —

<b>Steel</b>	<input type="checkbox"/> ____		<b>Mortal Wound</b>	<input type="checkbox"/> ____
— Routine:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
— Difficult:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
— Challenge:	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>			

*Average of Power and Forte (plus 6).  
MW advances as the stats do.*

**Hesitation** \_\_\_\_\_  
(Hesitation = 10 - Will exp)

# Injury and Recovery



**Wound Penalties**

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

**Superficial Wounds**

- 1st: +1 Ob
- 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
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●
_____	<input type="checkbox"/>	_____	ROOOO		ROOOO
			DOOOO		DOOOO
			COOOO		COOOO
			●		●

## Weapons and Armor

**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: \_\_\_\_\_

