

# 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

☐
☐

tests for advancement

Routine: ○○○○

Difficult: ○○○○

Challenge: ○○○●

Reflexes

☐
☐

Average of Per, Agl, Spd


Ref advances as the stats do.

☐
☐

Routine: ○○○○

Difficult: ○○○○

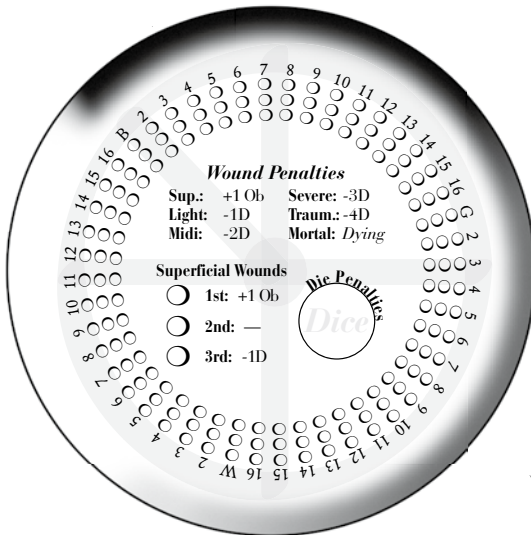
Challenge: ○○○●

**Steel** ☐ \_\_\_\_   
 \_\_\_\_ Routine: ○ ○ ○ ○ \_\_\_\_  
 \_\_\_\_ Difficult: ○ ○ ○ ○ \_\_\_\_  
 \_\_\_\_ Challenge: ○ ○ ○ ● \_\_\_\_

**Mortal Wound** ☐ \_\_\_\_  
*Average of Power and Forte (plus 6).*  
 MW advances as the stats do.

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

# Injury and Recovery



## 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

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

<small>memberial — 1/2 Mark (round up)    Mark — Silver star exponent + weapon power exponent. Superb — 1.5x Mark (round down)</small>							<b>Dice</b>	<b>Location</b>	<b>Type</b>
<b>MELEE</b>	<b>I</b>	<b>M</b>	<b>S</b>	Add	VA	WS	○○○○○○○	Head	_____
<b>Bare-fisted</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	-	F	○○○○○○○ ○	Torso	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				○○○○○○○	Right Arm	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				○○○○○○○	Left Arm	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				○○○○○○○	Right Leg	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				○○○○○○○	Left Leg	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				○○○○○○○	Shield	_____

## Armor

### Clumsy Weight

STEALTHY: \_\_\_\_\_

PERCEPTION: \_\_\_\_\_

SPEED: \_\_\_\_\_

AGILITY: \_\_\_\_\_

