⊕ 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 (F)   Persona (P)   Deeds (D)   **Epiphany** (permanent shade shift)
Open-end 6s   +1D per point   Double dice or   3 Deeds points, 10 Persona points and 20 Fate points
                                            reroll a failed dice   *Aristeia (temporary shade shift)*
                                            1 Deeds points, 3 Persona points and 5 Fate points

Skill _____   *Skill* _____   *Skill* _____   *Skill* _____
Total Artha Spent (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)

Skill _____   *Skill* _____   *Skill* _____   *Skill* _____
Total Artha Spent (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)   *Total Artha Spent* (F)(P)(D)

⊕ 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*

⊕ Practice Log ⊕

⊕ Stats ⊕

Will ☐ __
tests for advancement
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Power ☐ __
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Agility ☐ __
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Perception ☐ __
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Forte ☐ __
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Speed ☐ __
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Stride: _____ *Mounted Stride:* _____

⊕ Attributes ⊕

Health ☐ __
tests for advancement
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

☐ __
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Reflexes ☐ __
Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

Steel ☐ __
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

☐ __
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Mortal Wound ☐ __
*Average of Power and Forte (plus 6),
round down.* **MW** advances as the stats do.

Hesitation _____
(Hesitation = 10 - Will exp)

Circles ☐ __
tests for advancement
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●
(F) (D) (P)

Reputation
Reputation
Reputation

Affiliation
Affiliation
Affiliation

Resources ☐ __
tests for advancement
__ Routine: ○○○○
__ Difficult: ○○○○
__ Challenge: ○○○●

Tax
(F) (D) (P)

Cash
Funds/Property
Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance																
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
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					

*The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is
suffered, the obstacle penalty is replaced with a -1D penalty.

⊕ Skills ⊕

(skill entry lines each with checkbox and R○○○○ / D○○○○ / C○○○● rating tracks, repeated in two columns)

⊕ 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	Length
Bare fist	☐ __	☐ __	☐ __	2	-	3	*Shortest*
_____	☐	☐	☐				
_____	☐	☐	☐				
_____	☐	☐	☐				
_____	☐	☐	☐				

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___

ARMOR

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

Clumsy Weight
Stealthy: ____   **Speed:** ____
Perception: ____   **Agility:** ____