

Character Index

Name *Daniel Wigel* Stock *Man* Age *23* Lifepaths *Born Peasant, Trapper, Woodcutter, Hunter*

Alias *The Hunter* Homeland Features

Beliefs

Belief 1
(F: ○ P: ○ D: ○)

Belief 2
(F: ○ P: ○ D: ○)

Belief 3
(F: ○ P: ○ D: ○) | *This village is symbolic of all the other villages in the duchy. If it falls to evil, the whole duchy will fall as well.*

Belief Special
(F: ○ P: ○ D: ○)

Instincts

Instinct 1
(F: ○ P: ○ D: ○) | *Practice Taxidermy when not on the hunt.*

Instinct 2
(F: ○ P: ○ D: ○) | *Always bag something extra for mom.*

Instinct 3
(F: ○ P: ○ D: ○) | *Always look for animal tracks.*

Traits

Character Traits

Die Traits

Call-On Traits
Quiet [for Speed CB, pg. 284]
Fortitude [for Forte CB, pg. 277]

Relationships

Relationships

Circles

Named Circles

Enemy Circles

beloved mother (minor, immediate family)
brother who moved to city and abandoned mother (minor, immediate family, hateful/rival)

Gear, Possessions and Property

Hunting javelins, Trapper kit, traveling gear, clothes and shoes



Artha and Epiphanies

Fate Open-end 6s **12** Persona +1D per point **17** Deeds Double dice or reroll failed dice **10** Epiphany (permanent shade shift) 3 Deeds points, 10 Persona points and 20 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 $\boxed{4}$ F D
 tests for advancement
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Power $\boxed{4}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Agility $\boxed{5}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Perception $\boxed{5}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Forte $\boxed{4}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Speed $\boxed{6}$ F D
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Speed Multiplier: x3.5

Attributes

Health $\boxed{4}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Reflexes $\boxed{5}$ F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● = P
Average of Per, Agl, Spd. Round down. Reflexes advances as the stats do.

Steel $\boxed{3}$ F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● = P

Mortal Wound $\boxed{10}$ F D
 Routine: ○○○○ = P
 Difficult: ○○○○ = P
 Challenge: ○○○● = P
Average of Power and Forte (plus 6), round down. MW advances as the stats do.

Hesitation $\boxed{6}$
 (Hesitation = 10 - Will exp)

Circles $\boxed{2}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Reputation F D
 Reputation
 Reputation
 Reputation

Affiliation F D
 Affiliation
 Affiliation
 Affiliation

Resources $\boxed{0}$ F D
 tests for advancement
 — Routine: ○○○○ = P
 — Difficult: ○○○○ = P
 — Challenge: ○○○● = P

Tax F D
 Cash
 Funds/Property
 Loans/Debt

PHYSICAL TOLERANCES GRAYSCALE

Tolerance			Su		Li	B7	B8	B9	MW							
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

Firebuilding $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Hunting $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Trapper $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Mending $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Foraging $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Orienteering $\boxed{3}$ R ○○○○
D ○○○○
C ○○○● □

Tree-wise $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Tree Cutting $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Tracking $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

Stealthy $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

Javelin $\boxed{4}$ R ○○○○
D ○○○○
C ○○○● □

Haggling $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

Taxidermy $\boxed{2}$ R ○○○○
D ○○○○
C ○○○● □

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-fisted	$\boxed{2}$	$\boxed{4}$	$\boxed{6}$	2	-	F	Shortest
	□	□	□				
	□	□	□				
	□	□	□				
	□	□	□				

Clumsy Weight _____
 STEALTHY: _____
 PERCEPTION: _____
 SPEED: _____
 AGILITY: _____

Missile Weapons

Javelins

I	M	S	VA	ammunition
$\boxed{3}$	$\boxed{6}$	$\boxed{9}$	7	6 javelins

Range Dice: Optimal 1D Extreme 1D | DOF: 11-2 MG-4 S5-6

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 _____