

Character Index

Name Stock Lifepaths  
Age

Beliefs

Belief 1  
(F: ○ P: ○ D: ○)  
Belief 2  
(F: ○ P: ○ D: ○)  
Belief 3  
(F: ○ P: ○ D: ○)

Instincts

Instinct 1  
(F: ○ P: ○ D: ○)  
Instinct 2  
(F: ○ P: ○ D: ○)  
Instinct 3  
(F: ○ P: ○ D: ○)

Traits

Character Traits Die Traits Die Traits (continued)

Relationships

Relationships Circles Named Circles Enemy Circles

Gear, Possessions and Property

Skills

<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●
<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●	<input type="checkbox"/>	R ○ ○ ○ ○ D ○ ○ ○ ○ C ○ ○ ○ ●

Notes, Spells and Other Miscellanea



# Artha and Epiphanies

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

Skill Total Artha Spent	Skill Total Artha Spent	Skill Total Artha Spent	Skill Total Artha Spent
<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>
Skill Total Artha Spent	Skill Total Artha Spent	Skill Total Artha Spent	Skill Total Artha Spent
<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>	<b>F</b> <b>P</b> <b>D</b>

## 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	<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"/>				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

Clumsy Weight

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

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

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

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

### Missile Weapons

### Armor

I	M	S	VA	ammunition	Dice	Location	Type
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		○○○○○○○	Head	_____
					○○○○○○○	Torso	_____
					○○○○○○○	Right Arm	_____
					○○○○○○○	Left Arm	_____
					○○○○○○○	Right Leg	_____
					○○○○○○○	Left Leg	_____
					○○○○○○○	Shield	_____

Range Dice: Optimal \_\_\_\_\_ Extreme \_\_\_\_\_ | DOF: I \_\_\_\_\_ M \_\_\_\_\_ S \_\_\_\_\_

### PHYSICAL TOLERANCES GRAYSCALE

Tolerance			<i>Su</i>			<i>Li</i>	<i>B7</i>	<i>B8</i>	<i>B9</i>	<i>MW</i>						
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.

# Stats

Will <input type="checkbox"/> _____ tests for advancement 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

Health <input type="checkbox"/> _____ tests for advancement Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	Reflexes <input type="checkbox"/> _____ Average of Per, Agl, Spd. Round down. Reflexes advances as the stats do.
Steel <input type="checkbox"/> _____ Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	Mortal Wound <input type="checkbox"/> _____ Average of Power and Forte (plus 6). round down. MW advances as the stats do.
Hesitation _____ (Hesitation = 10 - Will exp)	
Circles <input type="checkbox"/> _____ tests for advancement Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	Reputation Reputation Reputation
Resources <input type="checkbox"/> _____ tests for advancement Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	Cash Funds/Property Loans/Debt

## Skills Being Learned

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

Skills Name	Aptitude	Tests toward Aptitude
_____	<input type="checkbox"/>	○○○○ ○○○●
_____	<input type="checkbox"/>	○○○○ ○○○●
_____	<input type="checkbox"/>	○○○○ ○○○●
_____	<input type="checkbox"/>	○○○○ ○○○●
_____	<input type="checkbox"/>	○○○○ ○○○●

## Practice Log