A HAMPHING TO BE THE REAL PROPERTY OF THE PERSON OF THE PE	Character Independent	ex ⊕	⊕ Artha and Epiphanies ⊕		
Name	Stock Age	Lifepaths	Fate Persona Deeds Double dice or D 3 Deeds points, 10 Persona points and 20 Fate points		
Alias	Homeland Features		reroll a failed dice Aristeta (temporary shade shift) 1 Deeds points, 3 Persona points and 5 Fate points Skill		
)))'	⊕ Beliefs ⊕	!	Spent F P D Total Artha F P D		
Belief 1 (F: O P: O D: O)			Skill Spent F P D Total Artha F P D Total Artha F P D Total Artha F P D Spent F P D		
Belief 2 (F: O P: O D: O)					
Belief 3 (F: O P: O D: O)		\	Notes, Spells and Other Miscellanea		
Belief Special (F: O P: O D: O)					
	Time Instincts	\$)			
Instinct 1 (F: ○ P: ○ D: ○)					
Instinct 2 (F: ○ P: ○ D: ○)		,			
Instinct 3 (F: O P: O D: O)					
Character Traits	⊕ Traits ⊕ Die Traits	Call-On Traits (Describe trait and the skill it affects)	Skills Being Learned Aptitude equals 10 minus Stat: Perception Aptitude Will Aptitude Agility Aptitude Speed Aptitude Power Aptitude Forte Aptitude		
	⊕ Relationship	ns 🕀	Skill Name Aptitude Tests toward Aptitude OOOO OOOO OOOO OOOO OOOOO OOOOO OOOOOO		
Relationships	Circles Named Circle	Enemy Circles			
• Ge	ear, Possessions an	d Property	Practice Log ⊕		

Application of the second		⊕ Stats ⊕					⊕ Skills ⊕		
Will	□_ (F	Power		Agility		F	R0000 D00000 C0000	ROOOO DOOOO COOO	
Difficult:	advancement OOOO P	Difficult: Challenge:	3339 = P	Difficu Challer	lt: 0000 nge: 000	P	ROSOS DOSOS — — — — — — — — — — — — — — — — — —	ROOOO DOOOO COOOO	
* Perception	\Box \Box \bigcirc \bigcirc	Forte		Speed		F	ROOOO	ROOOO DOOOO COOOO	
Difficult: Challenge:	:0000 = P	D Difficult: Challenge:	0000 = P	Difficu Challer	lt: 0000	PDD	R0000 D0000 €0000	ROOOO DOOOO COOOO	
Stride: Mounted Stride: Attributes							ROOOO DOOOO	R0000 D0000	
Health		———			es 🗆		R0000 □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	ROOOO DOOOO	
Routine: Difficult:	dvancement	Difficult:	0000 — F		Per, Agl, Spd. Round lyances as the stats do		R0000	ROOOO DOOOO	
Challenge:	:000• _ (P) = 1 1 1 8 1	— (Р)	Mortal	ı	}		COOO ● ROOOO DOOOO	
Steel Routine: Difficult:	0000 _ (F	D Routine:		Wound		(€000 • R0000 D0000	
Challenge: Hesitation	:000• _ (P	Difficult: Challenge:	0000 <u> </u>	round dow	n. MW advances as th	e stats do.		€0000 R0000 D0000	
(Hesitation = 10	- Will exp)	Reputai	tion	Affiliat	ion		ROOOO — □ □ □	ROOOO DOOO	
tests for a Routine:	advancement F	Reputat		Affiliat				CÖÖÖĞ ROOOO DOOOO	
Challenge:		Reputai	tion	Affiliat	ion			ROSSO DOSS	
Resources	ndvancement (ur F	Cash Funds/Property	_				60000	
Difficult:	0000 =) (P)	Loans/Debt				Solution Weapons and Armor Solution Incidental → 1/2 Mark (round up) Mark — Power stat exponent + Weapon Power exponent.		
PHYSICA	L TOLERAN	ICES GRAYS	CALE				Superb— 1.5x Mark (round down)	1	
Tolerance Coordinate	B1 B2 B3	B4 B5 B6	B7 B8 B9	B10 B11	B12 B13 B1	4 B15 B16	MELEE I M S Add VA WS Length Bare fist		
Coordinate	000	000	000	00	000				
Injury					$\begin{array}{ c c c c c c c c c c c c c c c c c c c$				
Wound	Penalty	Obstacle	Wounded	Injury	Injury	Injury			
Superficial	+1 0b/2, -1D/3*	Penalties	Dice	Recovery	Recovery	Recovery	MISSILE WEAPONS ARMOR	Туре	
Light	-1D						I M S VA ammunition OOOOO Head		
Midi	-2D							n	
Severe	-3D						Range Dice: Optimal Extreme D0F: I M S OOOOO Left Arm		
Traumatic	-4D					O S	I M S VA ammunition		
Mortal	Incapacitated					0	Shield		
		gives a +1 Ob penalty. ty is replaced with a -1		give another +1 Ol	b. If a third Super	ficial wound is	Range Dice: Optimal Extreme DOF: I M S STEALTHY: SPEED:		
	. 77			Lamara	-de		Perception: Agility	No.	