

**Name:** BEREN OF CARCAROTH **Parents:** ORPHAN  
**Stock:** DWARF **Mentor:** -  
**Class:** ADVENTURER **Friend:** TRINIT THE SCHOLAR  
**Age:** 58 **Enemy:** FARK THE CLERIC  
**Home:** RELIGIOUS BASTION **Level:** 5  
**Raiment:** SKY BLUE HOOD **Alignment:** UNAFFILIATED

**Belief** THERE'S NAUGHT FOR ME BUT BLOOD AND TREASURE, SPENT AND EARNED.

Playing a Belief earns a fate point

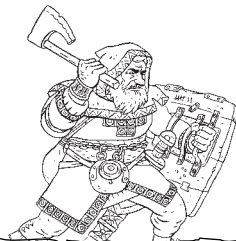
## Goal

Accomplishing a Goal earns a persona point

**Instinct** ALWAYS LOOK OUT FOR KAROLINA.

Using an Instinct to aid yourself or the group earns a fate point

## Allies and Additional Enemies



### FATIGUE AND RECOVERY FACTORS

Each item counts as a factor to recover from exhaustion.

- ☐ Shield used
- ☐ Carrying a full large sack
- ☐ Chain armor worn
- ☐ Casting spells
- ☐ Plate armor worn
- ☐ Certain spell effects

## Traits

Trait name	Trait level	Beneficial uses	Checks
BORN OF EARTH AND STONE	1 ⓧ+1D per session 2 ○+1D 2x a session 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
SCARRED	1 ⓧ+1D per session 2 ○+1D 2x a session 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
STEADY HANDS	1 ⓧ+1D per session 2 ○+1D 2x a session 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
GREEDY	1 ⓧ+1D per session 2 ○+1D 2x a session 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○

# TORCH BEARER

## Fate

Current Total Total Spent

Spend one point to reroll all 6s as new dice or use a wise.

## Persona

Current Total Total Spent

Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.

## Conditions

### Fresh

+1D to all tests until other condition.

### Hungry and Thirsty

-1 to disposition to any conflict.

### Angry (Ob 2 Will)

Can't use wises or beneficial traits.

### Afraid (Ob 3 Will)

Can't help or use Beginner's Luck

### Exhausted (Ob 3 Health)

Factor in all tests except Resources, Circles and recovery.

### Injured (Ob 4 Health)

-1D to skills, Nature, Will and Health (but not recovery).

### Sick (Ob 3 Will)

-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

### Dead

May not use wises, test or help.

## Earning Checks

There are no free checks!

- 1D to your ind. or versus test
- +2D to opponent's versus test
- 2: Break versus test tie in opponent's favor

## Spending Checks

- One test during camp phase
- Earn advancement by helping

## Abilities

Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	3	P: ○○○○○○ F: ○○○○○○	Resources	3	P: ○○○○○○○○ F: ○○○○○○○○
Health	5	P: ○○○○○○ F: ○○○○○○	Circles	3	P: ○○○○○○○○ F: ○○○○○○○○
Nature	4/4	P: ○○○○○○ F: ○○○○○○	Might	3	

Nature Descriptors: DELVING, CRAFTING, AVENGING A GRUDGE

## Wises

A wise can be used once per test. A character can have up to four wises.

LYING-WISE	Pass	Fail	Fate	Pers	HAULING-WISE	Pass	Fail	Fate	Pers
SHREWD APPRAISAL-WISE	Pass	Fail	Fate	Pers	TRAP-WISE	Pass	Fail	Fate	Pers

- I Am Wise:** +1D to any test related to your wise that is made by your friend, ally or creature. You can grant this aid in place of help (and thus insulate yourself from conditions, but not twists).
- Deeper Understanding:** Spend a fate point and reroll any single failed die on a test related to your wise.
- Of Course!:** Spend a persona point and reroll all failed dice on a test related to your wise.
- Using Wises:** Use a wise in four different ways (I Am Wise passed test, I Am Wise failed test, spend fate, spend persona) and you can change the wise, or mark a Beginner's Luck or skill advancement test.

## Skills

Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
Alchemist		P: ○○○○○○ F: ○○○○○○	W	Orator	3	P: ○○○○○○ F: ○○○○○○	W
Arcanist		P: ○○○○○○ F: ○○○○○○	W	Pathfinder		P: ○○○○○○ F: ○○○○○○	H
Armorer	4	P: ○○○○○○ F: ○○○○○○	H	Persuader		P: ○○○○○○ F: ○○○○○○	W
Cartographer		P: ○○○○○○ F: ○○○○○○	W	Rider		P: ○○○○○○ F: ○○○○○○	H
Commander		P: ○○○○○○ F: ○○○○○○	W	Ritualist		P: ○○○○○○ F: ○○○○○○	W
Cook		P: ○○○○○○ F: ○○○○○○	W	Scavenger		P: ○○○○○○ F: ○○○○○○	H
Criminal		P: ○○○○○○ F: ○○○○○○	H	Scholar	2	P: ○○○○○○ F: ○○○○○○	W
Dungeoneer	4	P: ○○○○○○ F: ○○○○○○	H	Scout	2	P: ○○○○○○ F: ○○○○○○	H
Fighter	4	P: ○○○○○○ F: ○○○○○○	H	Survivalist		P: ○○○○○○ F: ○○○○○○	H
Haggler		P: ○○○○○○ F: ○○○○○○	W	Theologian		P: ○○○○○○ F: ○○○○○○	W
Healer		P: ○○○○○○ F: ○○○○○○	W	LABORER	4	P: ○○○○○○ F: ○○○○○○	H
Hunter		P: ○○○○○○ F: ○○○○○○	H			P: ○○○○○○ F: ○○○○○○	
Lore Master		P: ○○○○○○ F: ○○○○○○	W			P: ○○○○○○ F: ○○○○○○	
Manipulator	3	P: ○○○○○○ F: ○○○○○○	W			P: ○○○○○○ F: ○○○○○○	
Mentor		P: ○○○○○○ F: ○○○○○○	W			P: ○○○○○○ F: ○○○○○○	

P= Pass; successful tests  
F= Fail; failed tests.

Advancement requires: Passed tests equal to the skill rank and failed tests equal to one less than the rank. Learning a new skill requires: tests equal to untaxed Nature rank.

Head	
Worn	HELMET
Deck	
Worn	
Hands	
Worn	FATHER'S SIGNET RING (ID)
Worn	
Carried	THROWING AXE
Carried	

<b>Torso</b>		
Worn	CHAIN	
Worn	BACKPACK	
Worn	(BACKPACK)	
<b>Belt</b>		
Pouch	RATIONS (P/3)	
Weapon	SWORD	
Skin	Contents	Full
	WINE	X
<b>Feet</b>		
Worn	SHOES	

Backpack: Torso/Worn 2. *Factor for Dungeoneer and Fighter.*  
Satchel: Torso/Worn 1

GRAPPLING HOOK
ROPE (Backpack/Satchel)
(ROPE)ack/Satchel
IRON SPIKES (6)
HAMMER (Back Only)
FILTER OF VIGOR
<b>Small Sack</b>

Requires two hands to carry full or one space when empty

**Small Sack**

Camp Procedure	
<ul style="list-style-type: none"> <li>Find appropriate place to rest</li> <li>Use Survivalist skill to set up camp (optional in adventure phase)</li> <li>Roll on Camp Events table</li> <li>Apply Camp Events result. If disaster, return to adventure phase</li> <li>Strategize: discuss conditions, checks, light sources and food</li> </ul>	<ul style="list-style-type: none"> <li>To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure</li> <li>Each player spends a check. You cannot spend two in a row</li> <li>Checks may be shared (or tossed!)</li> <li>After checks are expended, start new adventure phase at turn count 1</li> </ul>

Lifestyle	Rumors and Leads
<b>Tavern:</b> Hear Rumor (1), Drink (1), Hire Help (1-3) <b>Street:</b> Free! Roll on events table. <b>Stables:</b> Recover (1), Hide out! (0) <b>Flophouse:</b> Recover (1), +1 additional recovery <b>Inn:</b> Recover (2), +1-2 additional recovery <b>Hotel:</b> Recover (3), +1-2 additional recovery	<b>Market:</b> Buy (0), Sell (0) <b>Guild Hall:</b> Use Facilities (1), Hire Apprentice (1), Find Work (1) <b>Temple:</b> Religious Services (0), Pray at Shrine (1) <b>Other Activity:</b> Haggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)

- ⊗ Armor grants -1s against successful or tied Attack or Feint actions.
- ⊗ Armor benefits kill, drive off and capture conflicts only.
- ⊗ Note Fatigue and Recovery Factors for armor on reverse.

**Leather Armor:** roll a D6. On a 4+, you reduce the thrust. On 1-3 your opponent attacks unhindered, but your armor is not damaged. *You may use this effect once per fight.* Spears, bolts and arrows bypass effect.

Level	Fate	Persona	Level Title and Benefit
1	0	0	ADVENTURER: WEAR ALL ARMOR, WIELD ALL WEAPONS
2	3	3	ARMORED: ARMOR & SHIELDS DON'T FACTOR RECOVERY
3	7	6	MINER: BONUS DETECT TRAPS. KNOWLEDGE OF TUNNELS/MINES.
4	14	9	GREED: IF ANGRY, FREE TURN/CHECK TO ACQUIRE COVETED ITEM.
5	22	12	TINKER: REDUCE REPAIRING/CREATING ARMOR/ITEMS FACTORS BY ONE
6	31	16	
7	41	20	
8	52	24	
9	64	28	
10	77	32	

Gain the new ability indicated by your class and level when you return to town after an adventure and have spent the required amount of rewards.



- ⊕ Head to town
- ⊕ Spend remaining checks to recover
- ⊕ Roll on Town Events table
- ⊕ Apply Town Events result. If disaster, return to adventure phase.
- ⊕ Level up (if rewards spent)
- ⊕ Strategize: discuss conditions and divide loot.
- ⊕ Decide if you're haggling individually.
- ⊕ Determine accommodations
- ⊕ Make recovery tests according to accommodations.
- ⊕ Visit town locations: market, guild hall, tavern, temple, etc. Take turns.
- ⊕ Find work: hire yourself out, dig for leads, follow up rumors.
- ⊕ Leave town: tally up lifestyle and test Resources against that obstacle.

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Spell and Prayer Mental Inventory Slots			
First Circle			
Second Circle			
Third Circle			
Fourth Circle			
Fifth Circle			

Roll Theologian during camp or when leaving town. Obstacle is 8 - Will (do not adjust Will due to the injured or sick conditions). This test does not require a check or increase the difficulty of maintaining your lifestyle.

If successful choose the prayers you wish to memorize. If failed, the GM can: give your character a condition and allow you to choose your prayers or choose the prayers you are granted.

Spell Name:	Mem:	Spell Name:	Mem:	Spell Name:	Mem:	Spell Name:	Mem:
Spell Rules:							

Your traveling spell book can hold up to five spell levels (five First Circle spells, or one Fifth Circle spell, or one Second Circle spell and one Third Circle spell, etc.)