

Name: BEREN OF CARCAROTH **Parents:** ORPHAN
Stock: DWARF **Mentor:** -
Class: ADVENTURER **Friend:** TRINIT THE SCHOLAR
Age: 57 **Enemy:** FARK THE CLERIC
Home: RELIGIOUS BASTION **Level:** 3
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

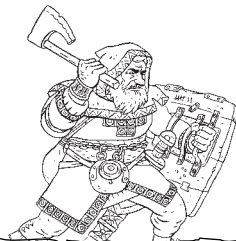
Goal

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 $\frac{1}{2}$ +1D per session 2 $\frac{1}{2}$ +1D 2x a session 3 $\frac{1}{2}$ +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SCARRED	1 $\frac{1}{2}$ +1D per session 2 $\frac{1}{2}$ +1D 2x a session 3 $\frac{1}{2}$ +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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!

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

Spending Checks

- 1: One test during camp phase
- 1: Earn advancement by helping

Abilities

Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	3	P: 000000 F: 000000	Resources	2	P: 00000000 F: 00000000
Health	5	P: 000000 F: 000000	Circles	3	P: 00000000 F: 00000000
Nature	5/5	P: 000000 F: 000000	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		Pass	Fail	Fate	Pers
SHREWD APPRAISAL-WISE	Pass	Fail	Fate	Pers		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: 000000 F: 000000	W	Orator	3	P: 000000 F: 000000	W
Arcanist		P: 000000 F: 000000	W	Pathfinder		P: 000000 F: 000000	H
Armorer	3	P: 000000 F: 000000	H	Persuader		P: 000000 F: 000000	W
Cartographer		P: 000000 F: 000000	W	Rider		P: 000000 F: 000000	H
Commander		P: 000000 F: 000000	W	Ritualist		P: 000000 F: 000000	W
Cook		P: 000000 F: 000000	W	Scavenger		P: 000000 F: 000000	H
Criminal		P: 000000 F: 000000	H	Scholar	2	P: 000000 F: 000000	W
Dungeoneer	3	P: 000000 F: 000000	H	Scout	2	P: 000000 F: 000000	H
Fighter	4	P: 000000 F: 000000	H	Survivalist		P: 000000 F: 000000	H
Haggler		P: 000000 F: 000000	W	Theologian		P: 000000 F: 000000	W
Healer		P: 000000 F: 000000	W	LABORER	3	P: 000000 F: 000000	H
Hunter		P: 000000 F: 000000	H			P: 000000 F: 000000	
Lore Master		P: 000000 F: 000000	W			P: 000000 F: 000000	
Manipulator	3	P: 000000 F: 000000	W			P: 000000 F: 000000	
Mentor		P: 000000 F: 000000	W			P: 000000 F: 000000	

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
Neck	
Worn	
Hands	
Worn	FATHER'S SIGNET RING (12)
Worn	
Carried	THROWING AXE
Carried	

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

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

GRAPPLING HOOK
ROPE
(ROPE)
IRON SPIKES (6)
HAMMER
SMALL SACKS (2)
Small Sack

Requires two hands to carry full or one space when empty

Small Sack

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

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

- ⊕ 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.

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	
5	22	12	
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.



⊕ After first level, warriors, dwarves and halflings choose between two options for each level. Select one option for the character per level.

⊕ After 1st level, elves choose between an ability or a spell each time they level up. Choose at current level.

- ☉ Clerics and magicians gain new spells for each level they attain.

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.)