

Name: KAROLINA

Parents: ORPHAN

Stock: HUMAN

Mentor: GUDRUN THE HUNTER

Class: WARRIOR

Friend: NJALL THE WEAVER

Age: 19

Enemy: GRIMKELL THE WARRIOR

Home: REMOTE VILLAGE (SKOGENBY)

Level: 2

Raiment: A FINE BEARSKIN CLOAK Alignment: LAW

Belief I AM THE BULWARK THAT STANDS BETWEEN MY FRIENDS AND HARM.

Playing a Belief earns a fate point

Goal

Accomplishing a Goal earns a persona point

Instinct ALWAYS GO HUNTING WHEN WE SET CAMP.

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, Chain armor worn, Plate armor worn, Carrying a full large sack, Casting spells, Certain spell effects

Traits

Table with 4 columns: Trait name, Trait level, Beneficial uses, Checks. Rows include HEART OF BATTLE, DEFENDER, and an empty row.

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

Spending Checks

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

Abilities

Table with columns: Raw Abilities, Rating, Advancement, Town Abilities, Rating, Advancement. Rows include Will, Health, Nature, Resources, Circles, Might.

Nature Descriptors: BOASTING, DEMANDING, RULING

Wises

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

Table with columns: FIELD DRESSING-WISE, Pass, Fail, Fate, Pers, and empty cells.

- I Am Wise: +1D to any test related to your wise that is made by your friend, ally or creature. 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

Table with columns: Skill, Rating, Advancement, BL, Skill, Rating, Advancement, BL. Rows include Alchemist, Arcanist, Armorer, Cartographer, Commander, Cook, Criminal, Dungeoneer, Fighter, Haggler, Healer, Hunter, Lore Master, Manipulator, Mentor, Orator, Pathfinder, Persuader, Rider, Ritualist, Scavenger, Scholar, Scout, Survivalist, Theologian, CARPENTER.

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.

Inventory

| | |
|--------------|------------------------------|
| Head | |
| Worn | HELMET |
| Neck | |
| Worn | MOTHER'S CAMEO NECKLACE (ID) |
| Hands | |
| Worn | |
| Worn | |
| Carried | SPEAR |
| Carried | |

| | | |
|--------------|------------|------|
| Torso | | |
| Worn | LEATHER | |
| Worn | BACKPACK | |
| Worn | (BACKPACK) | |
| Belt | | |
| Pouch | TINDERBOX | |
| Weapon | | |
| Skin | Contents | Full |
| | WINE | X |
| Feet | | |
| Worn | SHOES | |

| | |
|---|--------------|
| Backpack/Satchel | |
| Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter. Satchel: Torso/Worn 1 | |
| CLOAK | Back/Satchel |
| (CLOAK) | Back/Satchel |
| BOTTLE/WINE | hel |
| (BOTTLE/WINE) | |
| TORCHES (4) | lv |
| RATIONS/PRES | CS |
| Small Sack | |
| | |

| | |
|--|--|
| Large Sack | |
| Requires two hands to carry full or one space when empty | |
| | |
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| | |
| | |
| | |
| Small Sack | |
| | |

Camp

| | |
|--|---|
| Camp Procedure | |
| ☉ Find appropriate place to rest | ☉ To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure |
| ☉ Use Survivalist skill to set up camp (optional in adventure phase) | ☉ Each player spends a check. You cannot spend two in a row |
| ☉ Roll on Camp Events table | ☉ Checks may be shared (or tossed!) |
| ☉ Apply Camp Events result. If disaster, return to adventure phase | ☉ After checks are expended, start new adventure phase at turn count 1 |
| ☉ Strategize: discuss conditions, checks, light sources and food | |

Town

| | |
|--|--|
| 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) | |



- Town Procedure**
- ☉ 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.

Spell and Prayers

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

Memorizing Prayers
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.

Armor Rules

- ☉ 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.
- Chain-type Armor:** roll a D6: 1-3 Armor damaged and doesn't provide further benefit. On a 4+ the armor is still useable.
- Plate Armor:** roll a D6: On a 1-2, the armor is damaged or destroyed. On a 3+, the armor is still useable. Against maces or warhammers, plate is still serviceable on a roll of 4+, and damaged on a 1-3.

Level Requirements and Benefits

| Level | Fate | Persona | Level Title and Benefit |
|-------|------|---------|--|
| 1 | 0 | 0 | WARRIOR: WEAR ALL ARMOR, WIELD ALL WEAPONS |
| 2 | 3 | 3 | ARMORED: ARMOR & SHIELDS DON'T FACTOR RECOVERY |
| 3 | 7 | 6 | |
| 4 | 14 | 9 | |
| 5 | 22 | 12 | |
| 6 | 31 | 16 | |
| 7 | 41 | 20 | |
| 8 | 52 | 24 | |
| 9 | 64 | 28 | |
| 10 | 77 | 32 | |

Leveling Up

- 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.

Traveling Spell Book

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.)

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|-----------------------------|------|-----------------------------|------|-----------------------------|------|-----------------------------|------|
| Spell Name: Spell Rules: | Mem: | Spell Name: Spell Rules: | Mem: | Spell Name: Spell Rules: | Mem: | Spell Name: Spell Rules: | Mem: |
|-----------------------------|------|-----------------------------|------|-----------------------------|------|-----------------------------|------|