ame: Karolina	4	Parents: 🤇	ORPHAN						A	ilities			
toch: HUMAN		Mentor: @				Raw Abilities	Rating	Advanceme P:0000		Town Abilities	Rati	-	000000
lass: WARRIOR		Friend: N	ithe hunt NJALL Thi		<u>n</u> rañrn	Will	4	F: 0000	0	Resources	CORNER	F:000	00000
Je: 20		V	NEAVER Grimkell	ſ		Health	4	P:0000 F:0000	0	Circles	4		<u> </u>
		٦ الم	THE WARR	RIOR	Fate	Nature	3 /3	P:0000		Might	3		
DIME: REMOTE (SKOGENE	3Y)	Level: 4			Current Total Total Spent	Nature Descriptors:	BOAS	STING,	7EMA	NDING, RUNNIN	G		
aiment: A FINE BEARSKIN CLOAK Alignment: LAW			Spend one point to reroll all										
elief I AM THE	BULWARK 1	THAT STANDS E	BETWEEN	MY	6s as new dice or use a wise.	A wise can be used onc	e per tes	t. A charac	er can	nave up to four wises			
aying a	and harm.				Persona Current Total Total Spent	FIELD DRESSING-WISE	Pass	Fail F	ate Pe	rs	1	Pass Fail	Fate Per
elief earns late point					Spend one point to add 1D,	ARMOR-WISE	Pass	Fail F	ate Pe	rs	1	Pass Fail	Fate Per
oal					tap Nature or use a wise. You may spend up to 3 points to	● I Am Wise: +1D to a	-						
ccomplishing					add up to 3D per roll.	You can grant this aid Deeper Understand	ing: Spe	nd a fate p	oint and	reroll any single faile	d die on a t	test related to	
a Goal earns a persona point				Conditions	 Of Course!: Spend a Using Wises: Use a v 	vise in fo	ur different	ways (Am Wise passed test	, I Am Wise	e failed test, s		
nstinct Always	S GO HUNTI	ING WHEN WE S	ET CAMP		+1D to all tests until other condition.	spend persona) and y	ou can o	change the			uck or skill	advancemen	test.
ing an Instinct to aid urself or the group				A A A A A A A A A A A A A A A A A A A	-1 to disposition to any conflict.	Skill	Rating	Advanceme	6	ills 3L Skill	Rating	Advancement	BL
rns a fate point					Angry (Ob 2 Will)		nating	P: 0000		N _	Rating	P: 00000	
Allies and Additional Enemies				Can't use wises or beneficial traits.	Alchemist	124604073	F: 0000				F: 00000	Э н	
		Á			Afraid (Ob 3 Will) Can't help or use Beginner's Luck	Arcanist	128404073	F: 0000			савааст Д	F: 00000	O W
			internet	5	Exhausted (Ob 3 Health)	Armorer	124808023	F: 0000		<i>Persuader</i>		F: 00000	Э н
					Resources, Circles and recovery.	Cartographer	сэвласт 2	F: 0000		<i>Rider</i>	174664673	F: 00000	O W
		FATIGUE AND R Each item counts as a fac	ctor to recover i	from exhaustion	-1D to skills, Nature, Will	Commander	1240402	F: 0000		<i>Ritualist</i>	124804653	F: 00000	Э н
		 Shield used Chain armor worn 	 Carrying a Casting sp 	a full large sack oells	and Health (but not recovery). Sick (Ob 3 Will)	Cook	120000	F: 0000		Scavenger	CARAGE	F: 00000	D W
raits		O Plate armor worn	O Certain sp	oell effects	-1D to skills, Nature, Will and Health (but not recovery):	Criminal	1284682	F: 0000		Scholar	C20102C7	F: 00000	Эн
	Trait level	Beneficial us	ses	Checks	can't practice, learn, advance.	Dungeoneer	5	F: 0000		Scout	CARREEL	F: 00000	Эн
Frait name	1 (x)+1D per s 2 O+1D 2x/se			0000	Dead May not use wises, test or help.	Fighter	C	F: 0000	0	Survivalist	120000	F: 00000	
Frait name	3 O+1s on su	ac/tie roll — Each approp	vriate test.		Earning Checks	Haggler	124606023	F: 0000	0	Theologian		F: 00000	
Frait name	1.26 . 10	ession — May be used			There are no free checks! 1: -1D to your ind. or versus test	Healer		F: 0000	0	CARPENTER		F: 00000	Н
Frait name	1 0 + 1D per s 2 O+1D 2x/se 3 O+1s on su	C/ue roll — Each approp.		0000	2:+2D to opponent's versus test 2: Break versus test tie in	Hunter	4	F: 0000	0	N	(78)(87)	F: 00000	
Trait name HEART OF 3ATTLE DEFENDER	2 O+1D 2x/se 3 O+1s on su 1 O+1D per s	session O Used this ses				I T BE		F: 0000		~			~
Frait name HEART OF 3ATTLE	2 O+1D 2x/se 3 O+1s on su 1 O+1D per s 2 O+1D 2x/se 3 O+1s on su	session ac/tie roll O Used this session - May be used - Each appropriate	l on each roll. riate test.	0000	opponent's favor	Lore Master	124404073			*7	erolasiations	F: 00000	2
Trait name HEART OF 3ATTLE DEFENDER	$\begin{array}{c} 2 \bigcirc +1\mathrm{D} \ 2\mathrm{x}/\mathrm{se}\\ 3 \bigcirc +1\mathrm{s} \ \mathrm{on} \ \mathrm{su}\\ 1 \bigcirc +1\mathrm{D} \ \mathrm{pers}\\ 2 \bigcirc +1\mathrm{D} \ 2\mathrm{x}/\mathrm{se} \end{array}$	session c/tie roll Session C Used this session C Used this	d on each roll. riate test. sion d on each roll.		opponent's favor Spending Checks 1: One test during camp phase	Manipulator		P: 0000 F: 0000 P: 0000	00	N		F: 00000 F: 00000 F: 00000 P: 00000	

11	iter	itor	Torso	Backpack/Satchel	Large Sack	Camp	I	
	\sim		Worn PLATE	Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter.	Requires two hands to carry full or one space when empty			Procedure
įea	Q		Worn (PLATE)	Satchel: Torso/Worn 1		Find appropri	•	● To make a test in camp, spend a check: te
lorn	HELM	NET	Worn SATCHEL	MIRROR		in adventure p	t skill to set up camp (optional bhase)	to recover, reequip, create scrolls, gather supplies, but not adventure
			Relt Relt	RATIONS; PRES (3)		⊕ Roll on Camp	Events table	Each player spends a check. You cannot
ec.		ER'S CAN		TORCHES (4) hel) <	7⊕ Apply Camp I return to adve	Events result. If disaster, nture phase	spend two in a row Checks may be shared (or tossed!)
orn	NECKL		Pouch TINDERBOX				cuss conditions, checks, light	 After checks are expended, start new
) an	ds		Weapon			sources and fo	bod	adventure phase at turn count 1
orn	T		Contents Full			Town	I	
			Skin WINE X			Lifest		Rumors and Leads
orn				Small Sack	Small Sach			
arrie	d SPE	AR	Feet	(<u>}</u>		humon (1) Duink (1) Unit Hala (1.0)	Market Buy (0) Sall (0)
arrie	d		Worn SHOES				tumor (1), Drink (1), Hire Help (1-3) oll on events table.	Market: Buy (0), Sell (0) Guild Hall: Use Facilities (1), Hire Apprentice (1),
			Arn	tor Rules		1	ver (1), Hide out! (0)	Find Work (1)
rmoi	grants -1	s against si	uccessful or tied Attack or Feint actions.	Helmet: After use, helmet is damaged		Inn: Recover (2	cover (1), +1 additional recovery 2), +1-2 additional recovery	Temple: Religious Services (0), Pray at Shrine (1) Other Activity: Haggle (1), Personal Business (1)
			ff and capture conflicts only. Factors for armor on reverse.	Chain-type Armor: roll a D6: 1-3 Arm benefit. On a 4+ the armor is still us	nor damaged and doesn't provide furthe æable.		(3), +1-2 additional recovery	Dig for Leads (1), Do Research (1), Other (1)
		2	4+, you reduce the thrust. On 1-3 your	Plate Armor: roll a D6: On a 1-2, the	armor is damaged or destroyed. On a 3			Town Procedure
			, but your armor is not damaged. You may spears, bolts and arrows bypass effect.	the armor is still useable. Against ma on a roll of 4+, and damaged on a	ices or warhammers, plate is still servicea 1-3.	ble	Head to town	Determine accomodations
							Spend remaining checks to Pull	
	Iel	Rei	quirements a	nd Renetits	Leveling	Un FAPRE OF	 Roll on Town Events table Apply Town Events result. 	accomodations. If disaster, @ Visit town locations: market, guil
	Fate	Persona	Level Title and Benefit		Gain the r	ew ability indicated by	return to adventure phase.	hall, tavern, temple, etc. Take tur
-	0	0	WARRIOR: WEAR ALL ARM	OR WIELD ALL WEAPO		and level when you own after an adventure	 Level up (if rewards spent) Strategize: discuss condition 	
	3	3	ARMORED: ARMOR & SHIE		and have	spent the required	divide loot.	Leave town: tally up lifestyle and
	7	6	STUBBORN: LAST OUT OF			st level, warriors,	Decide if you're haggling inc	
	14	9	ENDURANCE: +1D RECOVE	RY FROM EXHAUSTION	dwarve.	s and halflings choose	Spell and	Prauers
	22	12				n two options for each elect one option for the		••
	31	16				er per level.	Spell and Prayer Mental Invent	cory Slots Memorizing Prayers Roll Theologian during camp or when le
	41	20				t level, elves choose n an ability or a spell	First Circle	town. Obstacle is 8 - Will (do not adjust due to the injured or sick conditions). Th
	52	24				ne they level up. Choose	Second Circle Third Circle	test does not require a check or increase
	64	28				nt level. and magicians gain new	Fourth Circle	difficulty of maintaining your lifestyle. If successful choose the prayers you wish
	77	32				r each level they attain.	Fifth Circle	memorize. If failed, the GM can: give yo character a condition and allow you to
~	-r							choose your prayers or choose the pray
16	tt d	linn	Stall Rank				1	you are granted. rcle spell and one Third Circle spell, etc.)
	446	****	Dhett Dhau	Your traveling spell book can hold u	up to five spell levels (five First Ci			
- 4	ne:		Mem: Spell Name:	Mem: Spel	l Name: Me	em: Spell Name	: Mem:	Spell Name: Mem:
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