

Name: ULRIK **Parents:** ORPHAN
Stock: HUMAN **Mentor:** FLEINN THE HEALER
Class: CLERIC **Friend:** LINA THE HAGGLER
Age: 17 **Enemy:** FARK THE CLERIC
Home: BUSTLING METROPOLIS **Level:** 1
Raiment: BRILLIANT RED TUNIC **Alignment:** UNAFFILIATED

Belief I'LL DO WHATEVER IT TAKES TO GET AHEAD IN THIS WORLD, AND I'LL WEAR A SMILE DOING IT.

Playing a Belief earns a fate point

Goal

Accomplishing a Goal earns a persona point

Instinct ALWAYS CHECK FOR TRAPS BEFORE PICKING A LOCK.

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
TOUCHED BY THE GODS	1 \otimes +1D per session 2 \odot +1D 2x a session 3 \odot +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	$\odot\odot\odot\odot$ $\odot\odot\odot\odot$
BRAVE	1 \otimes +1D per session 2 \odot +1D 2x a session 3 \odot +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	$\odot\odot\odot\odot$ $\odot\odot\odot\odot$
	1 \odot +1D per session 2 \odot +1D 2x a session 3 \odot +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	$\odot\odot\odot\odot$ $\odot\odot\odot\odot$
	1 \odot +1D per session 2 \odot +1D 2x a session 3 \odot +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	$\odot\odot\odot\odot$ $\odot\odot\odot\odot$

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: 00000	Resources	0	P: 00000000 F: 00000000
Health	5	P: 000000 F: 00000	Circles	4	P: 00000000 F: 00000000
Nature	5/5	P: 0000000 F: 000000	Might	3	

Nature Descriptors: **BOASTING, DEMANDING, RILNING**

Wises

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

TRAP-WISE	Pass	Fail	Fate	Pers		Pass	Fail	Fate	Pers

- \otimes **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).
- \otimes **Deeper Understanding:** Spend a fate point and reroll any single failed die on a test related to your wise.
- \otimes **Of Course!:** Spend a persona point and reroll all failed dice on a test related to your wise.
- \otimes **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: 00000	W	Orator		P: 000000 F: 00000	W
Arcanist		P: 000000 F: 00000	W	Pathfinder		P: 000000 F: 00000	H
Armorer		P: 000000 F: 00000	H	Persuader		P: 000000 F: 00000	W
Cartographer		P: 000000 F: 00000	W	Rider		P: 000000 F: 00000	H
Commander		P: 000000 F: 00000	W	Ritualist	4	P: 000000 F: 00000	W
Cook		P: 000000 F: 00000	W	Scavenger		P: 000000 F: 00000	H
Criminal	3	P: 000000 F: 00000	H	Scholar	1	P: 000000 F: 00000	W
Dungeoneer		P: 000000 F: 00000	H	Scout		P: 000000 F: 00000	H
Fighter	2	P: 000000 F: 00000	H	Survivalist		P: 000000 F: 00000	H
Haggler	2	P: 000000 F: 00000	W	Theologian	3	P: 000000 F: 00000	W
Healer	3	P: 000000 F: 00000	W			P: 000000 F: 00000	
Hunter		P: 000000 F: 00000	H			P: 000000 F: 00000	
Lore Master		P: 000000 F: 00000	W			P: 000000 F: 00000	
Manipulator	2	P: 000000 F: 00000	W			P: 000000 F: 00000	
Mentor		P: 000000 F: 00000	W			P: 000000 F: 00000	

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.

