ame: varg		Parents: ORPH	AN			_		bilit	•				
tock: Human		Mentor: –			Raw Abilities	Rating	Advancement P:00000		wn Abilities		ting Advancen P:000	00000	
lass: Magician	l	Friend: –		<u> <u> </u></u>		5	F:00000		esources			00000	
<b>ge:</b> 23		Enemy: HALL	THE		Health	- / -	F:00000 P:0000000		ircles			00000	{
ome: WIZARD'S	TOWER	Level: 5	CIAN	Fate	Nature	5/3	F:000000		light	,	5		
aiment: Blue clo	AK EMBROID	ERED Alignment: CH.	AOS	Current Total Total Spent	Nature Descriptors:	BOA							
WITH MY	STIC SIGILS	~	Spend one point to reroll all 6s as new dice or use a wise.	A wise can be used once per test. A character can have up to four wises.									
eliet Care and Reckless		WILL TAKE ONE FAR	THEK THAN	Persona	SKIRMISH-WISE	Pass	Fail Fate P	ers	RECORD KEEPIN	NG-	Pass Fail	Fate Pe	ers
aying a elief earns fate point				Current Total Total Spent	TRAIL-WISE	Pass	Fail Fate P	Pers	WISE		Pass Fail	Fate Pe	ers
oal				Spend one point to add 1D, tap Nature or use a wise. You	● I Am Wise: +1D to a	anv test r	elated to your wis	e that is	s made by your fri	end all	v or creature		
complishing				may spend up to 3 points to add up to 3D per roll.	You can grant this aid	d in place	e of help (and thus	s insula	te yourself from co	ondition	s, but not twis		e.
Goal earns persona point				<b>Gonditions</b>	Of Course!: Spend a     Using Wises: Use a	a persona	point and reroll a	all failec	l dice on a test rela	ated to y	your wise.		
Istinct Always	MAP OUR	PROGRESS WHEN W	/E CAMP.	Fresh +1D to all tests until other condition.	spend persona) and		change the wise, o	or mark	a Beginner's Lucl				, 
ing an Instinct to aid		all the	9	Hungry and Thirsty				ills					
urself or the group rns a fate point			NA NA	-1 to disposition to any conflict. Angry (Ob 2 Will)	Skill	Rating	Advancement P: 000000	BL SI	kill	Rating	Advancement	BL OW	
llies and Addit	ional Enemi	es Sol	FFGC.	Can't use wises or beneficial traits.	Alchemist	саваесо <b>4</b>	F: 00000	w	Drator	(788)88C7	F: 00000		
			56 ·	Afraid (Ob 3 Will) Can't help or use Beginner's Luck	Arcanist	casser	F: 00000 P: 000000	н	athfinder	198808879	F: 00000		
				Exhausted (Ob 3 Health)	Armorer		F: 00000 P: 000000	w	ersuader	(788)88(7)	F: 00000	ЭН	
		FATIGUE AND RECOV		Resources, Circles and recovery.	Cartographer	17884887	F: 00000 P: 000000	w	lider	rseense	F: 00000	S W	
	1	ach item counts as a factor to re		Injured (Ob 4 Health)	Commander	CREATER	F: 00000 P: 000000	w	Ritualist	COMMEN	F: 00000	Э Н	
	a	Chain armor worn O Ca	sting spells	Sick (Ob 3 Will)	Cook	COMMUNICA	F: 00000 P: 000000	н	cavenger cholar	4	F: 00000	Эw	
		Plate armor worn O Ce	rtain spell effects	-1D to skills, Nature, Will and Health (but not recovery):	Dungeoneer		F: 00000 P: 000000 F: 00000	Н	cout	6289962	F: 00000 P: 00000 F: 00000	Э Н	
raits	Trait level	Beneficial uses	Checks	can't practice, learn, advance.	Fighter	*5484848479		Н	burvivalist	5	P: 00000 F: 00000	Э Н	
<b>raits</b> Trait name	1 O+1D per se 2 💢 +1D 2x a	session — May be used on each		May not use wises, test or help.	Haggler	COMMEN		W		1200000	P: 00000 F: 00000	W C	
rait name	3O+1s on suc	ession O Used this session	0000	- <b>Carning Checks</b> There are no free checks!	Healer	Consideration of the local data		w	neologian	12000000	P: 00000 F: 00000	ъ	
Trait name	3 O+1s  on suc 1 O+1D  per se 2 O+1D 2x  as	accion May be used on each		1: -1D to your ind. or versus test 2:+2D to opponent's versus test	Hunter	consisten	P: 000000 F: 00000	Н		1748048477	P: 00000 F: 00000	С	
Trait name THOUGHTFUL WISE	$1 \bigotimes +1D \text{ per se}$ $2 \bigcirc +1D 2x \text{ a s}$ $3 \bigcirc +1s \text{ on suc}$	/tie roll — Each appropriate test	0.0.0.0		1	4	P: 000000	W			P: 00000	С	
Trait name	1 🕅 +1D per se 2 O+1D 2x a s	/tie roll — Each appropriate test ession O Used this session — May be used on each		2: Break versus test tie in opponent's favor	Lore Master	cassaco.	F: 00000			1244048479	F: 00000		
THOUGHTFUL WISE WIZARD'S	$1 \textcircled{0} + 1D \text{ per se}$ $2 \bigcirc + 1D 2x \text{ a s}$ $3 \bigcirc + 1s \text{ on suc}$ $1 \textcircled{0} + 1D \text{ per se}$ $2 \bigcirc + 1D 2x \text{ a s}$	/tie roll — Each appropriate test ession O Used this session — May be used on each — Each appropriate test ession O Used this session			Lore Master Manipulator		F: 00000	w		68880	F: 00000 F: 00000 F: 00000	С	ł

	itei	itor	To To	\$0		Backpa	ick/Satchel	Large Sac	h	Camp						
			Worn	CLOAK			Corso/Worn 2. Factor neer and Fighter.	Requires two han				C	amp Pro	ocedure	2	
zea	0		Worn	BACKP	АСК	Satchel: Tors					iate place to rest				ake a test in camp, spend a che	
lorn		. (	Worn	(BACKE	PACK)	-	300Katchel	)	]	in adventure	st skill to set up ca phase)	amp (optio	ional		cover, reequip, create scrolls, gat lies, but not adventure	ner
			H HE	•	₩,	(SBELL	<b>BQQK</b> ichel			Ø Roll on Cam	Events table			⊕ Each j	player spends a check. You can	not
)ec	fi		_ Bel	ť		RATIO	NSk (12/13)el	)	4	7 ⊕ Apply Camp return to adv	Events result. If d	lisaster,			d two in a row ks may be shared (or tossed!)	
orn	$\sim$		Poucl	FLASK O	IL (2)	SPEBAS	SUPPLIESWA				cuss conditions,	checks, lig	ght		checks are expended, start new	
- ar	ids	5	Weap	on DAGGE	ς _	SPERA	SUPPLIESYTOA			sources and f	bod			adven	nture phase at turn count 1	_
orn			-	Conte	nts Full	11	SACKI(2)	(		Town	1					
			_	WINE	X			H		Lifest					Rumors and Leads	
orn			_  #=		<b></b> #(	Small	Sach	Small Sac	h i				<u> </u>		Rumors and Leads	
arrie	d		Fee	t	{			{								
arrie	d LAN	ITERN	Worn				~				Rumor (1), Drink (1) coll on events table.	), Hire Help	o (1-3)		t: Buy (0), Sell (0) Hall: Use Facilities (1), Hire Apprentic	ce (1)
					Π	or Rules					ver (1), Hide out! (0	))			Work (1)	(1),
rmo	r grants -1	s against su	ccessful or tied	Attack or Feint			use, helmet is damage	d or lost.		1 -	ecover (1), +1 addit 2), +1-2 additional		/ery	-	e: Religious Services (0), Pray at Shrir Activity: Haggle (1), Personal Busine	
			f and capture co	-		21		mor damaged and does	n't provide further		r (3), +1-2 additional	-	,		Leads (1), Do Research (1), Other (1)	
	-	-	Factors for arm 4+, you reduce		-3 uour		a 4+ the armor is still u roll a D6: On a 1-2, the	seable. e armor is damaged or d	estroyed. On a 3+,				~	T D	1	
pon	ent attacks	unhindered,	but your armor i	s not damaged.	You may		still useable. Against m 4+, and damaged on a	aces or warhammers, pl	ate is still serviceable	W-M	⊕ Head to tow	vn		Iown Pro	erocedure	
> thi	s effect onc		pears, bolts and			•		1-5.		(Singer )	Spend remains	-		cover	Make recovery tests accordi	ng to
	~															
	teľ	Rer	ntire	ment	's ai	iñ Re	netits			NAME OF	Roll on Tow			lisaster	accomodations.	auile
	~				s ai	id Be	enefits		Leveling U Gain the new	p v ability indicated by	<ul> <li>Roll on Tow</li> <li>Apply Town return to ad</li> </ul>	n Events re	esult. If d	lisaster,	accomodations. Wisit town locations: market hall, tavern, temple, etc. Tal	. 0
21	Fate	Persona	Level Title a	nd Benefit				<u> </u>	Gain the new	v ability indicated by id level when you	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> </ul>	n Events re venture pl rewards s	esult. If d hase. spent)	,	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out</li> </ul>	ke tur
2 e1	<b>Fate</b> 0	<b>Persona</b> 0	Level Title a	nd Benefit			R, I FIRST CIRC	CLE SPELL	Gain the new your class an return to tow	v ability indicated by	Apply Town return to ad	n Events re venture pl rewards s	esult. If d hase. spent)	,	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> </ul>	ke tur , dig f
2 e1	Fate           0           3	<b>Persona</b> 0 3	Level Title a	nd Benefit				CLE SPELL	Gain the new your class an return to tow and have spe amount of re	v ability indicated by id level when you in after an adventure ent the required wards.	<ul> <li>Apply Town</li> <li>return to ad</li> <li>Level up (if</li> <li>Strategize: c</li> </ul>	n Events re venture pl rewards s discuss cor	esult. If d hase. spent) nditions	and	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> </ul>	ke tur: , dig f e and
	Fate           0           3           7	<b>Persona</b> 0 3 6	Level Title a	nd Benefit				CLE SPELL	Gain the new your class an return to tow and have spe amount of re	v ability indicated by id level when you m after an adventure ent the required	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> </ul>	n Events re venture pl rewards s discuss cor u're hagglin	esult. If d hase. spent) nditions	and idually.	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of</li> </ul>	ke tur: , dig f e and
	Fate         0           3         7           14         14	<b>Persona</b> 0 3 6 9	Level Title a	nd Benefit				CLE SPELL	Gain the new your class an return to tow and have spe amount of re	v ability indicated by dd level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> </ul>	n Events re venture pl rewards s discuss cor u're hagglin	esult. If d hase. spent) nditions	and idually.	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of</li> </ul>	ke tur: , dig f e and
	Fate           0           3           7           14           22	Persona           0           3           6           9           12	Level Title a	nd Benefit					Gain the new your class an return to tow and have spe amount of re	v ability indicated by dd level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> </ul>	vents re venture pl rewards s discuss cor u're haggli	esult. If d hase. spent) nditions ingindivi	and idually.	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of UEUS Memorizing Prayers</li> </ul>	ke turn , dig f e and obstac
1	Fate           0           3           7           14           22           31	Persona           0           3           6           9           12           16	Level Title a	nd Benefit					Gain the new your class ar return to tow and have spue amount of re # After first I dwarves a between th level. Sele character # After 1st le	v ability indicated by dd level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: a divide loot.</li> <li>Decide if you</li> </ul>	vents re venture pl rewards s discuss cor u're haggli	esult. If d hase. spent) nditions ingindivi	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that out the test resources against that out the test resources.</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or w town. Obstacle is 8 - Will (do not a town of the test resource).</li> </ul>	ke turi , dig f e and obstac hen lei idjust V
l	Fate           0           3           7           14           22	Persona           0           3           6           9           12	Level Title a	nd Benefit					Gain the new your class ar return to tow and have spe amount of re	v ability indicated by di level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> </ul>	Events re venture pl rewards s discuss cor u're hagglin attri ter Mental I	esult. If d hase. spent) nditions ing indivi <b>b p</b> Inventory	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of UCCCS</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or w town. Obstacle is 8 - Will (do not a due to the injured or sick condition</li> </ul>	ke tur , dig f e and obstac hen le idjust V is). Th
1	Fate           0           3           7           14           22           31           41	Persona           0           3           6           9           12           16           20	Level Title a	nd Benefit					Gain the new your class are return to tow and have spe amount of re # After first I dwarves a between th level. Sele character # After 1st le between a each time at current	v ability indicated by d level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level.	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> </ul>	Events re venture pl rewards s discuss cor u're hagglii er Mental I	esult. If d hase. spent) nditions ingindivi ingindivi ingindivi ingindivi	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the test resources against resources against resources against the test resources against resources agains</li></ul>	hen lea dijust V crease yle.
	Fate           0           3           7           14           22           31           41           52           64	Persona 0 3 6 9 12 16 20 24 28	Level Title a	nd Benefit					Gain the new your class an return to tow and have spe amount of re & After first I dwarves a between th level. Sele character & After 1st le between a each time at current & Clerics and	v ability indicated by d level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level. d magicians gain new	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> </ul>	Events re venture pl rewards s discuss cor u're hagglii er Mental I	esult. If d hase. spent) nditions ingindivi ingindivi ingindivi ingindivi	and idually.	<ul> <li>Visit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the test Resources against test Resources again</li></ul>	ke turn , dig f e and obstac hen lea idjust V is). Thi crease yle. u wish
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	Fate           0           3           7           14           22           31           41           52           64           77	Persona           0           3           6           9           12           16           20           24           28           32	Level Title a	nd Benefit I: DAGGE	R ONLY, I	NO ARMOP	R, I FIRST CIRC		Gain the new your class an return to tow and have spe amount of re	v ability indicated by d level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level. d magicians gain new aach level they attain.	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> </ul>	Events re venture pl rewards s discuss cor u're haggli u're haggli ter Mental I	esult. If d hase. spent) nditions ingindivi ingindivi ingindivi	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the test resources against the test resources against that the test resources against that of the test desense the test resources against the test desense the test does not require a check or in difficulty of maintaining your lifesty If successful choose the prayers yoo memorize. If failed, the GM can: g character a condition and allow y choose your prayers or choose the you are granted.</li> </ul>	ke tur , dig f e and bbstac hen le djust V ss). Th crease le. u wish ive yo oou to
	Fate           0           3           7           14           22           31           41           52           64           77	Persona           0           3           6           9           12           16           20           24           28           32	Level Title a	nd Benefit : DAGGE	R ONLY, I	NO ARMOP	R, I FIRST CIRC		Gain the new your class an return to tow and have spe amount of re	v ability indicated by d level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level. d magicians gain new aach level they attain.	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> </ul>	Events re venture pl rewards s discuss cor u're haggli u're haggli ter Mental I	esult. If d hase. spent) nditions ingindivi ingindivi ingindivi	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the test resources against the test resources against that the test resources against that of the test desense the test resources against the test desense the test does not require a check or in difficulty of maintaining your lifesty If successful choose the prayers yoo memorize. If failed, the GM can: g character a condition and allow y choose your prayers or choose the you are granted.</li> </ul>	ke tur , dig f e and bbstac hen le djust V ss). Th crease le. u wish ive yo oou to
	Fate           0           3           7           14           22           31           41           52           64           77	Persona           0           3           6           9           12           16           20           24           28           32	Level Title a MAGICIAN Stre	II BI	R ONLY, I	NO ARMOP	R, I FIRST CIRC	up to five spell level	Gain the new your class are return to tow and have spe amount of re # After first I dwarves a between t level. Sele character # After 1st le between a each time at current # Clerics and spells for e	v ability indicated by d level when you m after an adventure ant the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level. d magicians gain new each level they attain.	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> <li>Fifth Circle</li> </ul>	Events re venture pl rewards s discuss cor a're hagglii erer Mental I X X	esult. If d hase. spent) nditions ingindivi ingindivi ingindivi	and idually.	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the test resources against that of the test resources against that of the test resources against the test does not require a check or in difficulty of maintaining your lifesty If successful choose the prayers yo memorize. If failed, the GM can: g character a condition and allow y choose your prayers or choose the test of the successful choose the test of the test of the test account test account test a condition and allow y choose your prayers or choose the test of the test of the test of the test account test accessful choose test account test</li></ul>	ke turin , dig f e and bbstac djust V is). Thi rrease yle. u wish ive yoi ou to e pray
	Fate           0           3           7           14           22           31           41           52           64           77           1000000000000000000000000000000000000	Persona           0           3           6           9           12           16           20           24           28           32	Spee	IN BI	R ONLY, I DOLE Y Name: WISP READ	NO ARMOP	pell book can hold	up to five spell level	Gain the new your class an return to tow and have spe amount of re After first I dwarves a between th level. Sele character After 1st le between a a each time at current Clerics and spells for each s (five First Circle AEGIS Mem	v ability indicated by d level when you m after an adventure ent the required wards. evel, warriors, nd halflings choose wo options for each ct one option for the per level. evel, elves choose n ability or a spell they level up. Choose level. d magicians gain new each level they attain. e spells, or one Fift Spell Nam	<ul> <li>Apply Town return to ad</li> <li>Level up (if</li> <li>Strategize: c divide loot.</li> <li>Decide if you</li> <li>Spell and Pray</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> <li>Fifth Circle</li> <li>Circle spell, or or</li> <li>EYE OF OMEN</li> </ul>	Events re venture pl rewards s liscuss cor u're hagglii erer Mental I X X one Secor	esult. If d hase. spent) nditions ingindivi in	and idually. 7 Slots X e spell and Spell	<ul> <li>Wisit town locations: market hall, tavern, temple, etc. Tal</li> <li>Find work: hire yourself out leads, follow up rumors.</li> <li>Leave town: tally up lifestyle test Resources against that of the second second</li></ul>	ke turin , dig f e and bbstac djust V is). Thi rrease yle. u wish ive yoi ou to e pray
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