

Name: KAROLINA

Parents: ORPHAN

Stock: HUMAN

Mentor: GUDRUN
THE HUNTER

Class: WARRIOR

Friend: NJALL THE
WEAVER

Age: 20

Enemy: GRIMKELL
THE WARRIOR

Home: REMOTE VILLAGE
(SKOGENBY)

Level: 4

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

Traits

| Trait name | Trait level | Beneficial uses | Checks |
|-----------------|---|---|--------------|
| HEART OF BATTLE | 1 ⚡+1D per session 2 ⚡+1D 2x/session 3 ⚡+1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | ○○○○ ○○○○ |
| DEFENDER | 1 ⚡+1D per session 2 ⚡+1D 2x/session 3 ⚡+1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | ○○○○ ○○○○ |
| BOLD | 1 ⚡+1D per session 2 ⚡+1D 2x/session 3 ⚡+1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | ○○○○ ○○○○ |
| | 1 ⚡+1D per session 2 ⚡+1D 2x/session 3 ⚡+1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | ○○○○ ○○○○ |

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 | 4 | P: ○○○○○○ F: ○○○○○○ | Resources | 1 | P: ○○○○○○○○ F: ○○○○○○○○ |
| Health | 4 | P: ○○○○○○ F: ○○○○○○ | Circles | 4 | P: ○○○○○○○○ F: ○○○○○○○○ |
| Nature | 3/3 | P: ○○○○○○ F: ○○○○○○ | Might | 3 | |

Nature Descriptors: BOASTING, DEMANDING, RULING

Wises

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

| FIELD DRESSING-WISE | Pass | Fail | Fate | Pers | | Pass | Fail | Fate | Pers |
|---------------------|------|------|------|------|--|------|------|------|------|
| ARMOR-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: ○○○○○○ F: ○○○○○○ | W | Orator | | P: ○○○○○○ F: ○○○○○○ | W |
| Arcanist | | P: ○○○○○○ F: ○○○○○○ | W | Pathfinder | 4 | P: ○○○○○○ F: ○○○○○○ | H |
| Armorer | | P: ○○○○○○ F: ○○○○○○ | H | Persuader | 4 | P: ○○○○○○ F: ○○○○○○ | W |
| Cartographer | | P: ○○○○○○ F: ○○○○○○ | W | Rider | 2 | P: ○○○○○○ F: ○○○○○○ | H |
| Commander | 2 | P: ○○○○○○ F: ○○○○○○ | W | Ritualist | | P: ○○○○○○ F: ○○○○○○ | W |
| Cook | | P: ○○○○○○ F: ○○○○○○ | W | Scavenger | | P: ○○○○○○ F: ○○○○○○ | H |
| Criminal | | P: ○○○○○○ F: ○○○○○○ | H | Scholar | | P: ○○○○○○ F: ○○○○○○ | W |
| Dungeoneer | | P: ○○○○○○ F: ○○○○○○ | H | Scout | | P: ○○○○○○ F: ○○○○○○ | H |
| Fighter | 5 | P: ○○○○○○ F: ○○○○○○ | H | Survivalist | | P: ○○○○○○ F: ○○○○○○ | H |
| Haggler | | P: ○○○○○○ F: ○○○○○○ | W | Theologian | | P: ○○○○○○ F: ○○○○○○ | W |
| Healer | | P: ○○○○○○ F: ○○○○○○ | W | CARPENTER | 2 | P: ○○○○○○ F: ○○○○○○ | H |
| Hunter | 4 | P: ○○○○○○ F: ○○○○○○ | H | | | P: ○○○○○○ F: ○○○○○○ | |
| Lore Master | | P: ○○○○○○ F: ○○○○○○ | W | | | P: ○○○○○○ F: ○○○○○○ | |
| Manipulator | | P: ○○○○○○ F: ○○○○○○ | W | | | P: ○○○○○○ F: ○○○○○○ | |
| Mentor | 3 | P: ○○○○○○ F: ○○○○○○ | W | | | P: ○○○○○○ F: ○○○○○○ | |

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.

