TORCH BEARER

Name: **Parents:**

Stock: **Mentor:**

Class: **Friend:**

Age: **Enemy:**

Home: **Level:**

Raiment: **Alignment:**

Belief

Playing a Belief earns a fate point

Goal

Accomplishing a Goal earns a persona point

Instinct

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

Trait name	Trait level	Beneficial uses	Checks
	1 ○+1D per session 2 ○+1D per roll 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○ ○ ○ ○ ○ ○ ○
	1 ○+1D per session 2 ○+1D per roll 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○ ○ ○ ○ ○ ○ ○
	1 ○+1D per session 2 ○+1D per roll 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○ ○ ○ ○ ○ ○ ○
	1 ○+1D per session 2 ○+1D per roll 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○ ○ ○ ○ ○ ○ ○

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		P:○○○○○ F:○○○○○	Resources		P:○○○○○○○○○○ F:○○○○○○○○○○
Health		P:○○○○○ F:○○○○○	Circles		P:○○○○○○○○○○ F:○○○○○○○○○○
Nature	/	P:○○○○○○ F:○○○○○○	Might	3	

Nature Descriptors:

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

	Pass	Fail	Fate	Pers		Pass	Fail	Fate	Pers
	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		P: ○○○○○○ F: ○○○○○	H
Armorer		P: ○○○○○○ F: ○○○○○	H	Persuader		P: ○○○○○○ F: ○○○○○	W
Cartographer		P: ○○○○○○ F: ○○○○○	W	Rider		P: ○○○○○○ F: ○○○○○	H
Commander		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		P: ○○○○○○ F: ○○○○○	H	Survivalist		P: ○○○○○○ F: ○○○○○	
Haggler		P: ○○○○○○ F: ○○○○○	W	Theologian		P: ○○○○○○ F: ○○○○○	W
Healer		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	
Hunter		P: ○○○○○○ F: ○○○○○	H			P: ○○○○○○ F: ○○○○○	
Lore Master		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	
Manipulator		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	
Mentor		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.

Inventory

Head
- Worn
- Worn

Neck
- Worn

Hands
- Worn
- Worn
- Carried
- Carried

Torso
- Worn
- Worn
- Worn

Belt
- Pouch
- Weapon
- Contents / Full
- Skin

Feet
- Worn

Backpack/Satchel
Backpack: Torso/Worn 2. *Factor for Dungeoneer and Fighter.* Satchel: Torso/Worn 1

- Backpack/Satchel
- Backpack/Satchel
- Backpack/Satchel
- Backpack Only
- Backpack Only
- Backpack Only

Small Sack

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

Small Sack

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.

Helmet: After use, helmet is damaged or lost.

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	
2	3	3	
3	7	6	
4	13	9	
5	19	12	
6	26	15	
7	32	18	
8	41	21	
9	51	25	
10	62	30	

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.

Camp

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

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 accomodations
- Make recovery tests according to accomodations.
- 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.

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.)

Spell Name: ___ Mem: ___
Spell Rules: ___

Spell Name: ___ Mem: ___

Spell Name: ___ Mem: ___

Spell Name: ___ Mem: ___

Spell Name: ___ Mem: ___