

**Name:** BEREN OF CARCAROTH **Parents:** ORPHAN  
**Stock:** DWARF **Mentor:** -  
**Class:** ADVENTURER **Friend:** TRINIT THE SCHOLAR  
**Age:** 56 **Enemy:** FARK THE CLERIC  
**Home:** RELIGIOUS BASTION **Level:** 1  
**Raiment:** SKY BLUE HOOD **Alignment:** UNAFFILIATED

**Belief** THERE'S NAUGHT FOR ME BUT BLOOD AND TREASURE, SPENT AND EARNED.

Playing a Belief earns a fate point

**Goal**

Accomplishing a Goal earns a persona point

**Instinct** ALWAYS LOOK OUT FOR KAROLINA.

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
<b>BORN OF EARTH AND STONE</b>	1 <input checked="" type="checkbox"/> +1D per session 2 <input type="checkbox"/> +1D per roll 3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>SCARRED</b>	1 <input checked="" type="checkbox"/> +1D per session 2 <input type="checkbox"/> +1D per roll 3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D per session 2 <input type="checkbox"/> +1D per roll 3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D per session 2 <input type="checkbox"/> +1D per roll 3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**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
<b>Will</b>	3	P: 000000 F: 00000	<b>Resources</b>	0	P: 00000000 F: 00000000
<b>Health</b>	5	P: 000000 F: 00000	<b>Circles</b>	3	P: 00000000 F: 00000000
<b>Nature</b>	5/5	P: 0000000 F: 0000000	<b>Might</b>	3	

Nature Descriptors: DELVING, CRAFTING, AVENGING A GRUDGE

**Wises**

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

Wise	Pass	Fail	Fate	Pers	Pass	Fail	Fate	Pers
LYING-WISE								
SHREWD APPRAISAL-WISE								

- ⊕ **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
<b>Alchemist</b>		P: 000000 F: 000000	W	<b>Orator</b>	2	P: 000000 F: 000000	W
<b>Arcanist</b>		P: 000000 F: 000000	W	<b>Pathfinder</b>		P: 000000 F: 000000	H
<b>Armorer</b>	2	P: 000000 F: 000000	H	<b>Persuader</b>		P: 000000 F: 000000	W
<b>Cartographer</b>		P: 000000 F: 000000	W	<b>Rider</b>		P: 000000 F: 000000	H
<b>Commander</b>		P: 000000 F: 000000	W	<b>Ritualist</b>		P: 000000 F: 000000	W
<b>Cook</b>		P: 000000 F: 000000	W	<b>Scavenger</b>		P: 000000 F: 000000	H
<b>Criminal</b>		P: 000000 F: 000000	H	<b>Scholar</b>	2	P: 000000 F: 000000	W
<b>Dungeoneer</b>	3	P: 000000 F: 000000	H	<b>Scout</b>	2	P: 000000 F: 000000	H
<b>Fighter</b>	4	P: 000000 F: 000000	H	<b>Survivalist</b>		P: 000000 F: 000000	W
<b>Haggler</b>		P: 000000 F: 000000	W	<b>Theologian</b>		P: 000000 F: 000000	W
<b>Healer</b>		P: 000000 F: 000000	W	<b>LABORER</b>	2	P: 000000 F: 000000	H
<b>Hunter</b>		P: 000000 F: 000000	H			P: 000000 F: 000000	
<b>Lore Master</b>		P: 000000 F: 000000	W			P: 000000 F: 000000	
<b>Manipulator</b>	3	P: 000000 F: 000000	W			P: 000000 F: 000000	
<b>Mentor</b>		P: 000000 F: 000000	W			P: 000000 F: 000000	

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.

