

Name: KAROLINA

Parents: ORPHAN

Stock: HUMAN

Mentor: GUDRUN THE HUNTER

Class: WARRIOR

Friend: NJALL THE WEAVER

Age: 19

Enemy: GRIMKELL THE WARRIOR

Home: REMOTE VILLAGE (SKOGENBY)

Level: 1

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

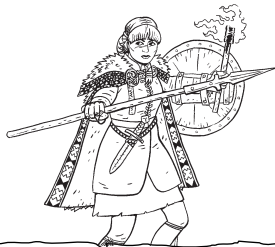
Goal

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

Traits

Table with 4 columns: Trait name, Trait level, Beneficial uses, Checks. Rows include HEART OF BATTLE, DEFENDER, and an empty row.

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

Spending Checks

1: One test during camp phase 1: Earn advancement by helping

Abilities

Table with columns: Raw Abilities, Rating, Advancement, Town Abilities, Rating, Advancement. Rows include Will, Health, Nature, Resources, Circles, Might.

Nature Descriptors: BOASTING, DEMANDING, RILNING

Wises

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

Table with columns: FIELD DRESSING-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. 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

Table with columns: Skill, Rating, Advancement, BL, Skill, Rating, Advancement, BL. Rows include Alchemist, Arcanist, Armorer, Cartographer, Commander, Cook, Criminal, Dungeoneer, Fighter, Haggler, Healer, Hunter, Lore Master, Manipulator, Mentor, Orator, Pathfinder, Persuader, Rider, Ritualist, Scavenger, Scholar, Scout, Survivalist, Theologian, CARPENTER.

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.

