

Name: GERALD

Stock: HALFLING

Class: BURGLAR

Age: 30

Home: BUSY CROSSROADS

Raiment: A GREEN SCARF

Belief KEEP YOUR SPIRITS AND HEAD HIGH AND GOOD THINGS WILL HAPPEN.

Playing a Belief earns a fate point

Goal

Accomplishing a Goal earns a persona point

Instinct ALWAYS PREPARE A MEAL WHEN WE CAMP.

Using an Instinct to aid yourself or the group earns a fate point

Allies and Additional Enemies

Parents: PER AND LARA (COOKS)

Mentor: ELISABET THE SCAVENGER

Friend: TOKI THE HAGGLER

Enemy: -

Level: 1

Alignment: UNAFFILIATED

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 | 5 | P: 000000 F: 00000 | Resources | 0 | P: 00000000 F: 00000000 |
| Health | 3 | P: 000000 F: 00000 | Circles | 4 | P: 00000000 F: 00000000 |
| Nature | 5/5 | P: 0000000 F: 0000000 | Might | 3 | |

Nature Descriptors: SNEAKING, RIDDLING, MERRYMAKING

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 |
|-------------------------------|------|------|------|------|------|------|------|------|
| JUST NEEDS A LITTLE SALT-WISE | | | | | | | | |
| KOBOLD-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 |
|--------------|--------|-----------------------|----|-------------|--------|-----------------------|----|
| Alchemist | | P: 000000 F: 00000 | W | Orator | | P: 000000 F: 00000 | W |
| Arcanist | | P: 000000 F: 00000 | W | Pathfinder | | P: 000000 F: 00000 | H |
| Armorer | | P: 000000 F: 00000 | H | Persuader | | P: 000000 F: 00000 | W |
| Cartographer | | P: 000000 F: 00000 | W | Rider | | P: 000000 F: 00000 | H |
| Commander | | P: 000000 F: 00000 | W | Ritualist | | P: 000000 F: 00000 | W |
| Cook | 4 | P: 000000 F: 00000 | W | Scavenger | 3 | P: 000000 F: 00000 | H |
| Criminal | 3 | P: 000000 F: 00000 | H | Scholar | | P: 000000 F: 00000 | W |
| Dungeoneer | | P: 000000 F: 00000 | H | Scout | 2 | P: 000000 F: 00000 | H |
| Fighter | 2 | P: 000000 F: 00000 | H | Survivalist | | P: 000000 F: 00000 | H |
| Haggler | 2 | P: 000000 F: 00000 | W | Theologian | | P: 000000 F: 00000 | W |
| Healer | | P: 000000 F: 00000 | W | | | P: 000000 F: 00000 | H |
| Hunter | 2 | P: 000000 F: 00000 | H | | | P: 000000 F: 00000 | |
| Lore Master | | P: 000000 F: 00000 | W | | | P: 000000 F: 00000 | |
| Manipulator | | P: 000000 F: 00000 | W | | | P: 000000 F: 00000 | |
| Mentor | | P: 000000 F: 00000 | W | | | P: 000000 F: 00000 | |



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 |
|---------------|--|---|--|
| HIDDEN DEPTHS | 1 \otimes +1D per session 2 \circ +1D per roll 3 \circ +1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | \circ \circ \circ \circ \circ \circ \circ \circ |
| QUICK-WITTED | 1 \otimes +1D per session 2 \circ +1D per roll 3 \circ +1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | \circ \circ \circ \circ \circ \circ \circ \circ |
| | 1 \circ +1D per session 2 \circ +1D per roll 3 \circ +1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | \circ \circ \circ \circ \circ \circ \circ \circ |
| | 1 \circ +1D per session 2 \circ +1D per roll 3 \circ +1s on suc/tie roll | <input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test. | \circ \circ \circ \circ \circ \circ \circ \circ |

