

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

Traits

Trait name	Trait level	Beneficial uses	Checks
	1 ○+1D per session 2 ○+1D twice per sess 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session <input type="checkbox"/> Used this session — Each appropriate test	○○○○ ○○○○
	1 ○+1D per session 2 ○+1D twice per sess 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session <input type="checkbox"/> Used this session — Each appropriate test	○○○○ ○○○○
	1 ○+1D per session 2 ○+1D twice per sess 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session <input type="checkbox"/> Used this session — Each appropriate test	○○○○ ○○○○
	1 ○+1D per session 2 ○+1D twice per sess 3 ○+1s on suc/tie roll	<input type="checkbox"/> Used this session <input type="checkbox"/> Used this session — 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 three points to add up to 3D per roll.

Conditions

Fresh
+1D 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

- ⊕ **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: ○○○○	W
Fighter		P: ○○○○○○ F: ○○○○	H	Survivalist		P: ○○○○○○ F: ○○○○	H
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.

Spells and Prayers

Torso

Worn
Worn
Worn

Head

Worn

Neck

Worn

Large Sack

Requires two hands to carry or one space when empty

1
2
3
4
5
6

Hands

Worn
Worn
Carried
Carried

Satchel/Backpack

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

1 Backpack/Satchel
2 Backpack/Satchel
3 Backpack/Satchel
4 Backpack Only
5 Backpack Only
6 Backpack Only

Belt

Pouch
Weapon
Skin

Feet

Worn

Small Sack

1
2
Small Sack
1
2

Spell name	known	spell book	mem.	cast	scroll	supplies	effect
First Circle							
Arcane Semblance							disguise
Celestial Music							illusory noise
Daemonic Stupefaction							hinder speech
Dance of the Fireflies							lights
Destiny of Heroes							increase might
Lightness of Being							levitate
Mystic Porter							carry
Supernal Vision							see magic
Thread of Friendship							charm
Wisdom of the Sages							read magic
Wizard's Aegis							protection
Word of Binding							restrain
Second Circle							
Devilish Laughter							incapacitate
Eldritch Darts							magic anger bow
Eye of Omens							read aura
Lord of Dreams							sleep
Phantasmal Vision							illusion
Rhyme of Opening							unlock
Shroud of Shadows							darkness
Veil of the Chameleon							conceal
Water Lung							breath water

Level Requirements and Benefits

Level	Fate	Persona	Level Title and Benefit
1	0	0	
2	3	3	
3	7	6	
4	14	9	
5	22	12	
6	31	16	
7	41	20	
8	52	24	
9	64	28	
10	77	32	

Prayer name	alignment	mem.	cast	scroll	supplies
Fury of the Lords of Life and Death	All	Yes	—	—	
First Circle					
Balm of the Lords of Serenity	Unaff				
Benediction of the Lords of Creation	Law				
Benison of the Lords of Valor	Law				
Blessing of the Lords of Light and Darkness	Unaff				
Breath of the Burning Lord	Law				
Excretion	Chaos				
Grace of the Lords of Plenty	Unaff				
Hands of the Lords of Entropy	Chaos				
Malison of the Lords of Terror	Chaos				
Sanctuary of the Lord of Shields	Unaff				
Vision of the Lords of Chaos and Law	C or L				
Second Circle					
Chains of Fate	Chaos				
The Cloak of the Lords of Forges	Law				
Divination	Unaff				
Evocation of the Lords of Battle	Chaos				
Favor of the Lords of Valor	Law				
Mudra of the Lords of Fate	Unaff				
Invocation to the Saint of Sailors	Law				
Prayer to the Lords of Silence	Unaff				
Supplication to the Saints of Good Fortune	Unaff				
Tongue of the Lord of Beasts	Unaff				

Town

Lifestyle	Rumors and Leads
<p>Tavern: Hear Rumor (1), Drink (1), Hire Help (1-3)</p> <p>Street: Free! Roll on events table.</p> <p>Stables: Recover (1), Hide out! (0)</p> <p>Flophouse: Recover (1), +1 additional recovery</p> <p>Inn: Recover (2), +1-2 additional recovery</p> <p>Hotel: Recover (3), +1-2 additional recovery</p>	<p>Market: Buy (0), Sell (0)</p> <p>Guild Hall: Use Facilities (1), Hire Apprentice (1), Find Work (1)</p> <p>Temple: Religious Services (0), Pray at Shrine (1)</p> <p>Other Activity: Haggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)</p>

Spell and Prayer Mental Inventory Slots			
First Circle			
Second Circle			
Third Circle			
Fourth Circle			
Fifth Circle			