

TORCHBEARER

The Adventurer

Level 1

Adventurer: Dwarves can wield any weapon except two-handed swords, lances and bows. They can also wear any armor, use a shield and wear a helmet.

Level 2

Armored: You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

Shrewd: Dwarves are shrewd hagglers. You may make a Haggler test during the town phase without raising your lifestyle obstacle.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Miner: When below ground, this dwarf gains a bonus to detect traps like deadfalls, pits and collapsing features. In addition, this dwarf can expound on the nature, depth and characteristics of tunnels and mines. Reduce factors for all tests to detect and expound by one.

Level 4

Greed: If angry and possessing knowledge of something he covets, the dwarf may invoke Greed. Greed gives a free turn (or check) to the dwarf to purchase, take, steal, bargain or murder for the item in question. He cannot be helped unless your companions have an appropriate Instinct. If Greed is invoked and your dwarf acquires what he lusts after, next time you hit camp or town, immediately test to recover angry. No check is required.

Hardy Stock: This dwarf comes from hardy stock. Add +1D to recover from the sick condition or any tests to resist poison.

Level 5

Cousin: Your cousin joins your retinue. He or she is a first level Dwarf Adventurer. Your cousin helps you with abilities native to your class. Add



+1D to your roll when your cousin is helping. In a conflict, assign one of your hit points to your cousin. If there are no extra hit points, then your cousin can't help. A cousin never acts on his or her own.

Tinker: This dwarf has retained some of the craft of his people. Add +2D to your ability or skill when repairing or creating small items and armor.

Level 6

Great Endurance: Ignore the exhausted condition once per adventure.

Secret Destiny: In your next haul of loot you find a dwarven or elven artifact of rare beauty and strength that was destined for your hands. Choose: an incomparable weapon (grants +1D to Fighter), an unbreakable hauberk (chainmail that only breaks on a roll of a 1 and causes no fatigue penalty for exhaustion) or a priceless jewel (grants +1s to Haggles, +1s to disposition for convince conflicts about treasure and is worth 15D of cash if traded at the market). The gem is pack 1.

Level 7

Troll Slayer: Increase your order of might by one when you're alone or in a group of only dwarves, warriors and halflings. Combine this bonus with other bonuses from spells and magic weapons.

War Captain: You always count as the "hero" weapon in a battle, regardless of whether you're at the front or not. If leading from the front, you triple your hero bonus to +3s for Attacks.

Level 8

Make Light of Heavy Burdens: Increase your rank cap for Health from 6 to 7. You may advance from rank 6 to rank 7 with seven successful and six failed tests.

Strength: Use level instead of Will or Health as base disposition for kill, capture and drive off conflicts.

Level 9

Heroic Ability: Choose Fighter, Health, Orator or Armorer. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

Transformed: Change one Nature descriptor. You may choose: hoarding, boasting or ruling.

Level 10

Made of Sterner Stuff: Increase Might by one (from 3 to 4).

The Madness Within: When using Greed (L4 benefit), all tests count as if they were part of your Nature.

Level	Fate	Persona	Dwarf Adventurer	
1	0	0	Adventurer	
2	3	3	Armor Training	Shrewd
3	7	6	Stubborn	Miner
4	14	9	Greed	Hardy Stock
5	22	12	Henchman	Tinker
6	31	16	Great Endurance	Secret Destiny
7	41	20	Troll Slayer	War Captain
8	52	24	Make Light of Heavy Burdens	Strength
9	64	28	Heroic Ability	Transformed
10	77	32	Made of Sterner Stuff	Madness Within

TORCHBEARER

The Burglar

Level 1

Burglar: Halflings may wield any weapon except two-handed swords, halberds, polearms, crossbows and lances. They may wear leather and chainmail armor. They can also use shields and wear helmets.

Level 2

Stone Thrower: A halfling with a stone never counts as unarmed. A good stone acts as an (improvised) weapon and once per conflict you can turn an Attack against Attack into a versus test.

Abstemious: At any point you so chooses, you may tighten your belt and push off your hunger or thirst. Remove the hungry and thirsty condition, but check off the angry condition.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Skirmisher: Improved leather armor. When you're wearing leather armor, roll 2D to deflect a blow. If either die comes up a 4-6, you reduce the incoming thrust by -1s.

Level 4

Plucky: When angry, you may use your Hidden Depths trait to your benefit (despite the restriction for the condition).

Oft Overlooked: Halflings are often overlooked by the other peoples of the land. If your group is captured, this halfling will be left behind. If your companions are targeted, the halfling will always be picked last. This goes for finding work, too!

Level 5

Companion: Gain a level 1 halfling companion. Your companion helps you with your native class skills. Add +1D to your roll when your companion is helping. In a conflict, your companion counts as part of your group and can be knocked out of the fight like a member of your group. A companion never acts on his or her own.

Helpful: In fights, riddlings and chases, help from this character counts as +2D instead of +1D.



Level 6

Pockets: This character has learned how to stow a lot in a little space. Increase inventory by three slots for small items like potions, jewelry and daggers. Items are held on the torso. What have you got in your pockets?

Clever: +1 disposition to conflicts involving riddles, fleeing or sneaking.

Level 7

It Could Be Worse: If all conditions except Dead are filled, you may make one test as if you have no conditions. This test does not cost a turn. You may be helped by your *companion* (as in L5 ability) or other halflings, but no others.

Shoulder the Burden: Your halfling is a boon: You'll go without so your friend can have a little something; you'll stay on watch so your friend can rest; you'll remain behind so your friend can escape. During the adventure phase, if one of your friends suffers a condition, you may take that condition on yourself—so that your friend is spared.

Level 8

Supreme Confidence: Use level instead of Will or Nature rank as a base for disposition for conflicts involving riddling, journeying and sneaking.

Friend of the Powerful: Halflings have a knack for charming the powerful. Upon meeting a potentate, if you put on charming or respectful airs, you may note the NPC as a friend on your character sheet. No roll or test is required. This may be done in any phase and does not cost a turn or check.

Level 9

Heroic Ability: Choose Will, Scout or Cooking. The chosen ability or skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor: suffering, escaping or refusing (to surrender).

Level 10

Stalwart: When helping another character and the test is failed, the twist is that you step in and make the test yourself. No other twist or condition is given until after you have made your test. Your friend cannot help, but your success or failure counts for both of you. Halflings can do this once per session.

Humble: Gain a persona point (at the end of the session) if you have acted with humility and declined the trappings and pretensions of power. In addition, take +1D to Resources (in addition to other bonuses) when providing for your friends.

Level	Fate	Persona	Halfling Burglar	
1	0	0	Burglar	
2	3	3	Belt Tightening	Stone Thrower
3	7	6	Stubborn	Skirmisher
4	14	9	Plucky	Oft Overlooked
5	22	12	Companion	Helpful
6	31	16	Pockets	Clever
7	41	20	It Could Be Worse	Shoulder the Burden
8	52	24	Friend of the Powerful	Supreme Confidence
9	64	28	Heroic Ability	Transformed
10	77	32	Stalwart	Humble

TORCHBEARER

The Cleric

Level 1

Disciple: You can invoke the Fury of the Lords of Life and Death prayer. You can wear any armor, wield a mace, flail, warhammer or sling, use a shield and wear a helmet.

Levels 2-9

New prayers, as per table.

Gaining New Prayers

As clerics level, they gain a new mental inventory slot for their prayers. See the Divine Power heading in the Magic & Miracles chapter for more on clerics and their prayers!

Level 10

Heroic Ability: Choose Fighter, Ritualist, Commander or Theologian. The chosen skill becomes “heroic.” When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor to praying, fighting or converting.



Level	Fate	Persona	Cleric Level Benefits	
1	0	0	Disciple	
2	3	3	One C1 prayer	Initiate
3	7	6	+1 C1 prayer	Acolyte
4	14	9	+1 C2 prayer	Brother/Sister
5	22	12	+1 C1 prayer	Theurgist
6	31	16	+1 C2 prayer	Chaplain
7	41	20	+1 C3 prayer	Exorcist
8	52	24	+1 C3 prayer	Seneschal
9	64	28	+1 C4 prayer	Grand Master
10	77	32	Special	Exarch

TORCHBEARER

The Magician

Level 1

Apprentice: You know three first circle spells (Wisdom of the Sages plus two randomly determined spells). You can memorize one at a time. You may wield a dagger as a weapon.

Levels 2-9

New spells as per table!

Gaining New Spells

When your magician advances in level, you gain a new spell slot: You can memorize and cast an additional spell. However, you do not automatically add a new spell to your spell book.

To add a new spell to your spell book, you must either be instructed by your mentor or copy a spell from a scroll or another spell book.

Once per level, your mentor will inscribe into your spell book one spell that he knows. To do so, you must locate your mentor in the game and spend a week in town.

Level 10

Heroic Ability: Choose Arcanist, Will, Scholar or Alchemist. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

Transformed: Change one Nature descriptor to ensorcelling, experimenting or enchanting.



Level	Fate	Persona	Magician	
1	0	0	Magician	
2	3	3	+1 C1 spell	Neophyte
3	7	6	+1 C2 spell	Thaumaturge
4	14	9	+1 C1 spell	Spellbinder
5	22	12	+1 C2 spell	Sorcerer
6	31	16	+1 C3 spell	Adept
7	41	20	+1 C3 spell	Magister
8	52	24	+1 C4 spell	Magus
9	64	28	+1 C5 spell	Master
10	77	32	Special	Wizard

TORCHBEARER

The Paladin

Level 1

Paladin: The paladin can wear any armor and use a helmet and shield. You can use any weapon except bow and crossbow. In addition, you must be Lawful. If your alignment should ever change (except in the case of the Reaver level benefit), all level benefits are lost and the paladin becomes a warrior of the same level (choose appropriate warrior level benefits).

Lastly, a paladin must remain strictly disciplined. Health cannot advance higher than Will. If enough tests are earned to advance Health over Will, the player must wait until Will advances first. If Will is ever reduced due to injury or sickness, Health cannot advance further until Will catches up.

Level 2

Vow to the Lords of Justice: The first lesson one learns when one takes the holy orders is to sense evil in the hearts of others. Make a Will test versus the target's Nature. If successful, the GM reveals one of the following: alignment, an evil trait or the last evil deed committed by the target. This test costs a turn like any other normal test.

Armored: You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Vow to the Lords of Hunger: When made hungry and thirsty, the paladin may choose to instead take the angry condition. If already angry, then the paladin is made hungry and thirsty.

Level 4

Vow to the Lords of Healing and Fire: By laying hands on the sick or afraid, the paladin grants the unfortunate soul a free recovery test (for the afraid or sick conditions). The power can only be used once per camp or town phase and must abide by standard recovery rules.

Vow to the Lords of Light and Darkness: With a supplication to the great lords of light and dark, you cause your weapon to glow with a holy dweomer. The glow provides light as a torch and lasts for three turns. This light can only be doused if your faith, resolve or vows waver. Can be used once per adventure phase.



Level 5

Chevalier: The paladin's order bestows a fiery, puissant warhorse upon the holy warrior. The horse is Nature 7 with the descriptor *Tireless Pursuit*. It also has Steel Hooves (+1s Attack) which can be equipped as a weapon in kill, capture and drive off conflicts. If the warhorse is killed or lost, the paladin must quest for another.

Vow to the Lord of Peace and Serenity: If made afraid by the forces of darkness and chaos, you may pray to the Lord of Peace and Serenity to overcome your fear. You may attempt to recover from the afraid condition during the adventure phase. This recovery test costs a turn.

Level 6

Righteous Fury: If angry and contesting with the forces of darkness, +1s to all actions in conflicts.

Vow to the Lords of Hell: Your holy symbol acts as a weapon in banish or abjure conflicts against demons or other creatures of chaos: +1D Attack, +1s Maneuver.

Level 7

Armor of Faith: -1s to all harmful spells and prayers targeting you.

Vow of the Lords of Sickness and Health: You cannot be made sick.

Level 8

Demon Slayer: Increase might by 1 when fighting demons, spirits or otherworldly forces of darkness and chaos.

Vow to the Lady of Battle: Increase your rank cap for Fighter and Commander skills from 6 to 7. You may advance Fighter and Commander to rank 7 as per the standard advancement rules with seven successful and six failed tests.

Level 9

Heroic Ability: Choose Fighter, Rider, Commander or Healer. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor to one of the following: questing, judging or slaying.

Level 10

Reaver: Bearing witness to so much hypocrisy and corruption in the hearts of the men and women of this land has scarred the paladin so deeply that faith and humility have turned to wrath and scorn. Change your alignment to Chaos. Invert all vows so they favor darkness and chaos and harm the forces of Law.

Holy Avenger: Your sword becomes imbued with your puissance and fury. Name your weapon, and so long as you wield it, it grants +1 Might (in general) and +1s to one action type of your choice in kill, drive off and battle conflicts (choose now). It also grants +1D to all Oratory tests and any other test in which you're leveraging your status to motivate the Lawful to act.

Upon your death, if the sword is interred with you (and left for a suitable period), it retains its magic. It can be left with you until it's needed in the future, or stolen by the less scrupulous. It can only be wielded by those aligned with Law. If grasped by the forces of Chaos, the sword causes an injury and is dropped.

Level	Fate	Persona	Paladin	
1	0	0	Paladin	
2	3	3	Vow to Justice	Armored
3	7	6	Stubborn	Vow to Hunger
4	14	9	Vow to Fire	Vow to Light
5	22	12	Chevalier	Vow to Peace
6	31	16	Righteous Fury	Vow to Hell
7	41	20	Armor of Faith	Vow to Sickness
8	52	24	Demon Slayer	Vow to Battle
9	64	28	Heroic Ability	Transformed
10	77	32	Reaver	Holy Avenger

TORCHBEARER

The Ranger

Elf Ranger Leveling Rules

When they gain a level, elves choose between a magician spell or a special level benefit. This section describes the special level benefits. Gaining new spells is described in the Gaining New Spells section.

Level 1

Ranger: You start with a first circle magician spell. You can wield a dagger, bow or sword and wear leather or chainmail armor. You cannot use a shield or a helmet.

Level 2

Wilder: +1 to wilderness camp rolls: add one to the 2d6 Camp Events roll for wilderness camps.

Level 3

Essence of the Earth: +1D to recover from exhaustion. Elves are hardy folk.

Level 4

Fearless: Elves are often fearless. When the afraid condition is handed out by the GM, you do not mark a condition.

Level 5

Master: Choose bow, sword or dagger when you select this benefit: Using the Master benefit, a sword grants +2D per action; a bow either gives +4D to maneuver or counts as longer range than all other missiles; a knife grants two free disarms on a successful maneuver.

Level 6

Follower: Gain a level 1 Elf follower. Your follower helps you with your native class skills. Add +1D to your roll when your follower is helping. In a conflict, your follower counts as part of your group and can be knocked out of the fight like a member of your group. A follower never acts on his or her own.

Level 7

Elven Steed: Elven Steed grants you access to Nature 7 with the descriptor *Galloping Swift as the Wind*. for chase and journey conflicts. It also counts as the “right equipment” in battle.



Level 8

Shrug It Off: Ignore one injury per adventure. Remove the condition whenever you'd like. No roll is necessary. You can do this any time before you seek help from a healer. Once you get help from a healer, you must abide by the regular rules for that injury.

Level 9

Grief: Use level instead of Will or Health as base for conflict involving tragedy, loss or grief.

Level 10

Heroic Ability: Choose Scout, Health or Survivalist. The chosen ability becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Sons and Daughters of Arda: Increase Might by one in general (from 3 to 4), and by an additional one when using Grief (L9 benefit).

Level	Fate	Persona	Elf Ranger Level Benefits	
1	0	0	Ranger	
2	3	3	+1 C1 spell	Wilder
3	7	6	+1 C1 spell	Essence of the Earth
4	14	9	+1 C2 spell	Fearless
5	22	12	+1 C2 spell	Master
6	31	16	+1 C2 spell	Follower
7	41	20	+1 C3 spell	Elven Steed
8	52	24	+1 C3 spell	Shrug It Off
9	64	28	+1 C4 spell	Grief
10	77	32	Heroic Ability	Sons and Daughters of Arda

TORCHBEARER

The Thief

Level 1

Thief: You wear leather armor and cannot use a helmet or shield (except as described below). You can wield swords, hand axes, daggers, bows and crossbows. Also, you can not be of the Lawful alignment. If your alignment changes to Lawful, you can choose to retire the character or become a warrior of equivalent level (lose all class benefits and replace them with appropriate warrior benefits).

Level 2

Surprise Attack: Add +1s to any Feint action (in addition to any weapon or Might bonuses) when the action is made from a hidden or concealed position.

Improvisational: A bit of wire, a sliver of metal, a shard of bone—a thief always has tools available for Criminal or Dungeoneer tests regarding traps, escaping, locks and similar.

Level 3

Cloak and Dagger: A cloak (worn or held in the hand) can be used as a shield. Must be armed like a regular shield in a conflict.

Concealed Pocket: The thief conceals a small pack 1 item or small weapon (like a dagger or sling) on the torso in addition to other inventory.

Level 4

Good Ear: By listening at a portal, entryway, door or gate, a thief can gain useful information. At the cost of one turn, but no roll, the thief can discern if the chamber is occupied or unoccupied and roughly how many occupants there are. This benefit does not work against the undead or oozes.

Hide In Shadows: When hiding in dim light while wearing a cloak or appropriate dark clothing (and remaining quiet and slow moving), your opponents suffer a -1s penalty to all attempts to detect you. You do not suffer a -1s to hide in dim light.

Level 5

Pickpocket: A thief always has a ready source of cash when in town—from certain involuntary donations to her purse. Resources is minimum 1 rather than 0. If Resources is 0 in town, advance it to 1 immediately. If Resources is higher than 1, the thief may make a free Criminal test in town to alleviate one of the residents of some of their financial burdens. Success generates 1D of cash. The cost of failure is up the gamemaster...



Keep Your Back to the Wall: Years on the job have honed the thief's instincts for finding a safe place to rest. Add +1 to the Camp Events table for underground constructs and natural caves.

Level 6

Symbologist: +2D to the Scholar skill to decipher runes, symbols and strange languages.

Fence: The thief knows where to go to move goods. Hagglng does not increase lifestyle while in town. In addition, the thief always has access to the market even if it is closed by the town events. This applies to the thief only, not his untrustworthy friends.

Level 7

Ear to the Ground: Take +1 to the Entering Town roll, town events roll, tavern rumors or life of the streets roll. Your choice. May be used once per town phase.

Appraiser: Take +1 to Loot table 1 or 2 when looting an area or creature.

Level 8

Dilettante: A thief who has learned the Arcanist or Ritualist skills may use the skills to cast from spell or prayer scrolls respectively. Increase obstacle to cast by 1.

Luck of the Devil: The thief may *choose* twist or condition for a failed test when acting alone or at the forefront of the test (i.e. you're the one rolling the dice).

Level 9

Transformed: Change one Nature Descriptor to climbing, hiding or stealing.

Heroic Ability: Choose Criminal, Dungeoneer or Manipulator. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Level 10

A Life in the Shadows: Suffer no penalty for dim light, and only -1s in darkness. You can act in darkness normally (without conflict restrictions) provided you can smell and touch.

Expert: Increase your rank cap for Fighter, Criminal or Scout skill from 6 to 7. You may advance that skill rank to 7 with seven successful tests and six failed tests.

Level	Fate	Persona	Thief	
1	0	0	Thief	
2	3	3	Surprise Attack	Improvisational
3	7	6	Cloak and Dagger	Concealed Pocket
4	14	9	Good Ear	Hide in Shadows
5	22	12	Pickpocket	Back to the Wall
6	31	16	Symbologist	Fence
7	41	20	Ear to the Ground	Appraiser
8	52	24	Dilettante	Luck of the Devil
9	64	28	Heroic Ability	Transformed
10	77	32	Life in the Shadows	Expert

TORCHBEARER

The Warrior

Level 1

Warrior: You can wield any weapon, wear any armor, use a shield and wear a helmet.

Level 2

Armored: You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

Brawler: Your bare hands count as a weapon. When you are unarmed in a fight, you do not suffer the -1D penalty to all actions. If disarmed in an ongoing fight, you automatically switch to your bare hands and thus do not suffer the -1D penalty. Bare hands do not provide a bonus to any actions.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Skirmisher: Improved leather armor. When you're wearing leather armor, roll 2D to deflect a blow. If either die comes up a 4-6, you reduce the incoming thrust by -1s.

Level 4

Cool Headed: You're never made angry as a result of a fight. When the angry condition is handed out by the GM after a fight, you do not mark a condition.

Endurance: +1D to recover from exhaustion.

Level 5

Henchman: You gain a follower. This henchman helps you with abilities native to your class. Add +1D to your roll when your henchman is helping. In a conflict, assign one of your hit points to your henchman. If there are no extra hit points, then your henchman can't help. A henchman never acts on his own.

Agile: Your help in fights and battles adds an additional +1D: When you help another player, you grant +2D instead of +1D.



Level 6

Shrug It Off: Once per adventure, you can shrug off an injury. No roll is necessary. You can do this any time before you seek help from a healer. Once you get help from a healer, you must abide by the regular rules for that injury.

War Captain: You always count as the “hero” weapon in a battle, regardless of whether you’re at the front or not. If leading from the front, you triple your hero bonus to +3s for Attacks.

Level 7

Focus: +1s to one action type of your choice in fight and battle. The benefit then applies to that action type for the life of the character. Bonus is applied to tied or successful rolls. It is added in addition to other bonuses from weapons, spells, armor, etc.

Expert: Increase your rank cap for Fighter or Commander from 6 to 7. You may advance your Fighter or Commander skill rank to 7 with seven successful tests and six failed tests.

Level 8

Giant Slayer: Increase your Might by one when you’re alone or in a group of warriors, dwarves and halflings. Combine this bonus with other bonuses from spells and magic weapons.

Veteran: Use level instead of Will or Health as base disposition for kill, capture and drive off conflicts.

Level 9

Heroic Ability: Choose Fighter, Health, Commander or Survivalist. The chosen skill becomes “heroic.” When rolling this skill 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

Transformed: Change one Nature descriptor. You may choose a descriptor from another character stock or invent one of your own. The descriptor must be an action like fighting, drinking or looting.

Level 10

Presence: When you’re in a kill, drive off or battle conflict, your side gets +2 to disposition in addition to whatever is rolled. You do not have to lead the conflict.

Fame and Glory: Count your Circles as heroic (success on 3-6 instead of 4-6) when looking for warriors and persons of quality to add to your retinue.

Level	Fate	Persona	Warrior	
1	0	0	Warrior	
2	3	3	Armor Training	Brawler
3	7	6	Stubborn	Skirmisher
4	14	9	Cool Headed	Endurance
5	22	12	Henchman	Footwork
6	31	16	Shrug It Off	War Captain
7	41	20	Focus	Expert
8	52	24	Giant Slayer	Veteran
9	64	28	Heroic Ability	Transformed
10	77	32	Presence	Fame and Glory