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 Additio	nal Enemies		
	,	GUE AND RECOVERY ounts as a factor to recove	
	O Shield uso O Chain arr O Plate arm	nor worn O Casting	g a full large sack spells spell effects
Traits	O Fidite diffi	or worn	spell effects
Trait name	Trait level	Beneficial uses	Checks
	1 O+1D per session 2 O+1D twice per sess 3 O+1s on suc/tie roll	O Used this session O O Used this session — Each appropriate test	0000
	1 O+1D per session 2 O+1D twice per sess 3 O+1s on suc/tie roll	○ Used this session○ ○ Used this session— Each appropriate test	0000
	1 O+1D per session 2 O+1D twice per sess 3 O+1s on suc/tie roll	O Used this session O O Used this session — Each appropriate test	0000
	1 O+1D per session 2 O+1D twice per sess	O Used this session O O Used this session	0000

		秋 印	littes		
Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	Children .	P:00000 F:00000	Resources	e_material process	P:00000000 F:00000000
Health	Caminga	P:00000 F:00000	Circles	enteriore.	P:00000000 F:0000000
Nature	67/28/64/65/73	P:000000 F:000000	Might	3	

Nature Descriptors:

FateCurrent Total Total Spent

Spend one point to reroll all 6s as new dice or use a wise.

PersonaCurrent 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

+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.

May not use wises, test or help.

Carning 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

Fresh

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
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	CHRONICA	P: 000000 F: 00000	W	Orator	e.hajinthigini.a	P: 00000 F: 00000	W			
	Arcanist	establishes	P: 00000 F: 00000	W	Pathfinder	rsamera	P: 000000 F: 00000	Н			
	Armorer	endergraphics.	P: 00000 F: 00000	Н	Persuader	CHARGE CO.	P: 00000 F: 00000	W			
	Cartographer	endergraphics.	P: 00000 F: 00000	W	Rider	CHARGE CO.	P: 00000 F: 00000	Н			
	Commander	enderenca.	P: 00000 F: 00000	W	Ritualist	CHARGE CO.	P: 00000 F: 00000	W			
	Cook	e-productionary	P: 00000 F: 00000	W	Scavenger	ransanca.	P: 00000 F: 00000	Н			
,	Criminal	epitalianes	P: 000000 F: 00000	Н	Scholar	establismo	P: 00000 F: 00000	W			
	Dungeoneer	ersennesers	P: 00000 F: 00000	Н	Scout	CHARGE	P: 00000 F: 00000	W			
	Fighter	enderence.	P: 00000 F: 00000	Н	Survivalist	establises	P: 00000 F: 00000	Н			
	Haggler	ersennesers	P: 00000 F: 00000	W	Theologian	CHARGE	P: 00000 F: 00000	W			
	Healer	enderence.	P: 00000 F: 00000	W		establises	P: 00000 F: 00000				
	Hunter	epitaleanca	P: 00000 F: 00000	Н		endanger)	P: 00000 F: 00000				
	Lore Master	epitaleanca	P: 00000 F: 00000	W		endanger)	P: 00000 F: 00000				
)	Manipulator	estaments.	P: 00000 F: 00000	W		COMMETS.	P: 00000 F: 00000				
	Mentor	CHRONICA	P: 00000 F: 00000	W		CHARLES	P: 00000 F: 00000				

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.

Torso	head		Large Sack
Worn	Worn		Requires two hands to carry or
Worn		Neck	one space when empty
Worn		Worn	1
			2
Satchel/Backpack		Hands	3
Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter. Satchel: Torso/Worn 1		Worn	4
1 Backnack/Satchel		Worn	5
		Carried	6
2 Backpack/Satchel		Carried	Ü
3 Backpack/Satchel			Small Sack
4 Backpack Only		Belt	1
5 Backpack Only		Pouch	2
6 Backpack Only	Feet	Weapon	Campil Coak
	Worn	•	Small Sack
		Skin	1
×		.e d	2
_Level R	eouiremei	its and Benef	tits

-	Level	Fate	Persona	Level Title and Benefit	
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	3	7	6	2	
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4	6	31	16		
4	7	41	20	}	
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	9	64	28		
3	10	77	32		Ì

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	3	1	44	1	17
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	Lit	festy	le								Rumors and Leads
Tave	ern: H	ear R	umo	or (1)	, Drin	k (1)	, Hi	ire F	lelp	(1-3)	Market: Buy (0), Sell (0)
Stre	et: Fre	e! Ro	oll on	eve	nts tal	ole.					Guild Hall: Use Facilities (1), Hire Apprentice (1).

Stables: Recover (1), Hide out! (0) **Flophouse**: Recover (1), +1 additional recovery

Inn: Recover (2), +1-2 additional recovery **Hotel**: Recover (3), +1-2 additional recovery Find Work (1)

Temple: Religious Services (0), Pray at Shrine (1) Other Activity: Haggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)

Spell and Pray	er Menta	Invento	ry Slots	
First Circle				Γ
Second Circle				
Third Circle				
Fourth Circle				
Fifth Circle				

Spells and Prayers

Spell name	known	spell book	mem.	cast	scroll	supplies	effect
First Circle						-	
Arcane Semblance	romanoro	romanoro	endering of a	*7*86687*	etromostro	171566677	disguise
Celestial Music	*SHARRING*	enemance.	кунамиянся	epithology;	*7*6848875*	1240404015	illusory noise
Daemonic Stupefaction	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	hinder speech
Dance of the Fireflies	enterested.	***************************************	erpedantables	17150000173	*THEMSON'S	*240460425	lights
Destiny of Heroes	*SHARKHEY	enemance.	кунамиянся	epithology;	*7*6848875*	1240404015	increase might
Lightness of Being	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	levitate
Mystic Porter	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	carry
Supernal Vision	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	see magic
Thread of Friendship	endanter.	etressesser.	***************************************	*>*************************************	***************************************	*24066042**	charm
Wisdom of the Sages	endanter.	etressesser.	***************************************	*>*************************************	***************************************	*24066042**	read magic
Wizard's Aegis	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	protection
Word of Binding	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	restrain
Second Circle							
Devilish Laughter	establishers	romanor.	enderendere.	17486600	*THEMSON'S	17/06/04/27	incapacitate
Eldritch Darts	romanoro	romanoro	erpressioners	*7*86687*	etromostro	171566677	magic anger bow
Eye of Omens	endanter.	etressesser.	***************************************	*>*************************************	***************************************	*24066042**	read aura
Lord of Dreams	endanter.	etressesser.	***************************************	*>*************************************	***************************************	*24066042**	sleep
Phantasmal Vision	estaments.	endangers	eronamentos	174866073	*7*56665***	17/06/04/27	illusion
Rhyme of Opening	**************************************	enemance.	***************************************	romaners	*240444047*	e producednose	unlock
Shroud of Shadows	**************************************	enemance.	***************************************	romaners	*240444047*	e producednose	darkness
Veil of the Chameleon	**************************************	enemance.	***************************************	romaners	*240444047*	e producednose	conceal
Water Lung	romanoro	#7#\$#\$#\$#C#C*	*THEMPHERE	rydalders	erotamanen	consistent	breath water

Prayer name	alignment	mem.	cast	scroll	supplies
Fury of the Lords of Life and Death	All	Yes	_	_	endangers
First Circle					
Balm of the Lords of Serenity	Unaff	romaner	eronamento	romance	OWNER
Benediction of the Lords of Creation	Law	erotassiones	enderenders	ronanters	**************************************
Benison of the Lords of Valor	Law	commen	errementary.	romanco	epitalaanin
Blessing of the Lords of Light and Darkness	Unaff	romance	endmanders	romaner	commerce
Breath of the Burning Lord	Law	consisters	«энамине»	romanoro	конциинен
Execration	Chaos	romance	endmanders	romaner	commerce
Grace of the Lords of Plenty	Unaff	consisters	«энамине»	romanoro	конциинен
Hands of the Lords of Entropy	Chaos	eroessessors	конциинент	ronauters	endangers.
Malison of the Lords of Terror	Chaos	romance	endmanders	romaner	commerce
Sanctuary of the Lord of Shields	Unaff	romance	endmanders	гэнынгч	commerce
Vision of the Lords of Chaos and Law	C or L	consisters	«энамине»	сучаналеся	концианти
Second Circle					
Chains of Fate	Chaos	romance	endmanders	гонымого	commerce
The Cloak of the Lords of Forges	Law	consisters	«энамине»	сучаналеся	конциинен
Divination	Unaff	consisters	«энамине»	сучаналеся	конциинен
Evocation of the Lords of Battle	Chaos	romance	endmanders	гэнынгч	commerce
Favor of the Lords of Valor	Law	consisters	*7484440479	езнамиеся	CHARACTE.
Mudra of the Lords of Fate	Unaff	consisters	romaner	езнамиеся	CHEMINATES
Invocation to the Saint of Sailors	Law	eroessessors	romanors	romanora	remare
Prayer to the Lords of Silence	Unaff	romanoro	romaners	1240404015	endangers.

Supplication to the Saints of Good Fortune

Tongue of the Lord of Beasts