

Name: KAROLINA

Parents: ORPHAN

Stock: HUMAN

Mentor: GUDRUN  
THE HUNTER

Class: WARRIOR

Friend: NJALL THE  
WEAVER

Age: 21

Enemy: GRIMKELL  
THE WARRIOR

Home: REMOTE VILLAGE  
(SKOGENBY)

Level: 5

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

## Traits

Trait name	Trait level	Beneficial uses	Checks
HEART OF BATTLE	1 ○+1D per session 2 ○+1D 2x/session 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
DEFENDER	1 ○+1D per session 2 ○+1D 2x/session 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
BOLD	1 ○+1D per session 2 ○+1D 2x/session 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○
PROUD	1 ○+1D per session 2 ○+1D 2x/session 3 ○+1s on suc/tie roll	○ Used this session — May be used on each roll. — Each appropriate test.	○○○○ ○○○○

# 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	4	P: ○○○○○○ F: ○○○○○○	Resources	2	P: ○○○○○○○○ F: ○○○○○○○○
Health	4	P: ○○○○○○ F: ○○○○○○	Circles	5	P: ○○○○○○○○ F: ○○○○○○○○
Nature	3/3	P: ○○○○○○ F: ○○○○○○	Might	3	

Nature Descriptors: BOASTING, DEMANDING, RULING

## Wises

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

FIELD DRESSING-WISE	Pass	Fail	Fate	Pers	HERB-WISE	Pass	Fail	Fate	Pers
ARMOR-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. 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	4	P: ○○○○○○ F: ○○○○○○	H
Armorer		P: ○○○○○○ F: ○○○○○○	H	Persuader	4	P: ○○○○○○ F: ○○○○○○	W
Cartographer		P: ○○○○○○ F: ○○○○○○	W	Rider	3	P: ○○○○○○ F: ○○○○○○	H
Commander	2	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: ○○○○○○	H
Fighter	6	P: ○○○○○○ F: ○○○○○○	H	Survivalist		P: ○○○○○○ F: ○○○○○○	H
Haggler		P: ○○○○○○ F: ○○○○○○	W	Theologian		P: ○○○○○○ F: ○○○○○○	W
Healer		P: ○○○○○○ F: ○○○○○○	W	CARPENTER	2	P: ○○○○○○ F: ○○○○○○	H
Hunter	4	P: ○○○○○○ F: ○○○○○○	H			P: ○○○○○○ F: ○○○○○○	
Lore Master		P: ○○○○○○ F: ○○○○○○	W			P: ○○○○○○ F: ○○○○○○	
Manipulator		P: ○○○○○○ F: ○○○○○○	W			P: ○○○○○○ F: ○○○○○○	
Mentor	3	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.

