Name: GERALD

Parents: PER AND LARA

(COOKS)

Stock: HALFLING

Mentor: ELISABET THE SCAVENGER

Class: BURGLAR

Friend: TOKI THE HAGGLER

Age: 30

Enemy: -

home: BUSY CROSSROADS

Tevel:

Raiment: A GREEN SCARF

Alianment: UNAFFILIATED

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

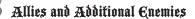
Playing a Belief earns a fate point

#### 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



#### FATIGUE AND RECOVERY FACTORS

Each item counts as a factor to recover from exhaustion.

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

#### **Traits**

Trait name	Trait level	Beneficial uses	Checks	
HIDDEN DEPTHS	1	O Used this session  — May be used on each roll.  — Each appropriate test.	0000	
QUICK-WITTED	1 💆 + 1D per session 2 O+1D per roll 3 O+1s on suc/tie roll	O Used this session  — May be used on each roll.  — Each appropriate test.	0000	
	1 O+1D per session 2 O+1D per roll 3 O+1s on suc/tie roll	O Used this session  — May be used on each roll.  — Each appropriate test.	0000	
	1 O+1D per session 2 O+1D per roll 3 O+1s on suc/tie roll	O Used this session  — May be used on each roll.  — Each appropriate test.	0000	

# TONGII DEMININ

#### Fate

Nature

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:00000 F:00000	Resources	COMME	P:00000000 F:00000000			
Health	3	P:00000 F:00000	Circles	4	P:00000000 F:00000000			
	,	<b>D</b> . 0000000						

Might

Nature Descriptors: SNEAKING, RIDDLING, MERRYMAKING

F:000000

## Wises

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

JUST NEEDS A LITTLE SALT-WISE	Pass	Fail	Fate	Pers	Pass	Fail	Fate	Pers
KOBOLD-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 BL Rating Advancement Advancement P: 000000 P: 000000 **Alchemist** Orator F: 00000 F: 00000 P: 000000 W P: 000000 **Pathfinder** Arcanist F: 00000 F: 00000 P: 000000 H P: 000000 Armorer F: 00000 Persuader F: 00000 P: 000000 P: 000000 Cartographer F: 00000 Rider F: 00000 P: 000000 P: 000000 Commander Ritualist F: 00000 F: 00000 P: 000000 W P: 000000 Cook Scavenger F: 00000 F: 00000 P: 000000 P: 000000 Criminal Scholar F: 00000 F: 00000 P: 000000 H P: 000000 Dungeoneer F: 00000 Scout F: 00000 P: 000000 H P: 000000 **Fighter** F: 00000 Survivalist F: 00000 P: 000000 W P: 000000 Haggler F: 00000 Theologian F: 00000 P: 000000 W P: 000000 Healer F: 00000 F: 00000 P: 000000 P: 00000 Hunter F: 00000 F: 00000 P: 000000 P: 000000 Lore Master F: 00000 F: 00000 P: 000000 P: 00000 Manipulator F: 00000 F: 00000 P: 000000 P: 000000 Mentor F: 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.

