		Parents: OF	RPHAN	55					bi	ities			
tock: Human		Mentor: Gu	UDRUN 1e hunter	C		Raw Abilities	Rating	Advancement P:000000	-	Town Abilities Resources	Ra		00000
lass: WARRIOR		Friend: NJ		1		Health		F: 00000 P: 000000		Circles	rad d		000000
kge: 19		Enemu: Gr	RIMKELL IE WARRIOR			Nature	4/4	F:00000	) S	Might	raa J	5 F:0000	00000 (
ome: Remote VI (Skogenby		Level:		T	<b>Eate</b> Current Total Total Spent	Nature Descriptors:	BOAS	F:000000		-		>	
4		OAK Alignment:	LAW		Spend one point to reroll all					ses			
elief I AM THE B	ULWARK T	HAT STANDS BE	ETWEEN MY	/	6s as new dice or use a wise.	A wise can be used onc	e per tes						
FRIENDS A	ND HARM.				<b>Dersona</b> Current Total Total Spent	FIELD DRESSING-WISE	Pass	Fail Fate	Pers			Pass Fail	Fate Pers
elief earns fate point				Į	Spend one point to add 1D,	5	Pass	Fail Fate	Pers			Pass Fail	Fate Pers
oal				$\langle$	tap Nature or use a wise. You may spend up to 3 points to	● I Am Wise: +1D to a	2	-			· · · ·		<u> </u>
ccomplishing					add up to 3D per roll.	You can grant this aid Deeper Understand	ng: Spe	nd a fate point a	and re	roll any single failed	die on a	test related to y	
Goal earns persona point					Conditions x	<ul> <li>Of Course!: Spend a</li> <li>Using Wises: Use a v</li> </ul>	vise in fo	our different way	s (I A	m Wise passed test, I	Am Wis	se failed test, sp	
istinct Always	GO HUNTIN	NG WHEN WE SE	T CAMP.		Fresh       +1D to all tests until other condition.	spend persona) and y	ou can o				k or skil	advancement	est.
sing an Instinct to aid purself or the group					-1 to disposition to any conflict.	Skill	Rating	<b>A</b> dvancement	BL	<b>S</b> kill	Rating	Advancement	BL
arns a fate point		A			Angry (Ob 2 Will)	Alchemist		P: 000000 F: 00000		Orator		P: 000000 F: 00000	
llies and Additi	onal Enemi	ies A		<i>¥</i>	Afraid (Ob 3 Will)	Arcanist	e subjectives	P: 000000 F: 00000	W	Pathfinder	3	P: 000000 F: 00000	Н
		<u>J.</u>			Can't help or use Beginner's Luck <b>Exhausted</b> (Ob 3 Health)	Armorer	Contraction of the International State	P: 000000 F: 00000	Н	Persuader	2	P: 000000 F: 00000	W
	<b>–</b>		177		Factor in all tests except Resources, Circles and recovery.	Cartographer	CHARGE	P: 000000 F: 00000	W	Rider	2	P: 000000 F: 00000	Н
	L E	FATIGUE AND REC			Injured (Ob 4 Health)	Commander	2	P: 000000 F: 00000	W	Ritualist	678868877	P: 000000 F: 00000	
	C	O Shield used	O Carrying a full I		and Health (but not recovery).	Cook	CHANNEL	P: 000000 F: 00000	W	Scavenger	1286687	P: 000000 F: 00000	
			<ul><li>O Casting spells</li><li>O Certain spell eff</li></ul>	fects	Sick (Ob 3 Will)	Criminal	enterioren a	P: 000000 F: 00000	Н	Scholar	CHARLES .	P: 00000 F: 00000	**
<b>Praits</b> Trait name	Trait level	Beneficial uses	s Che	ecks	and Health (but not recovery): can't practice, learn, advance.	Dungeoneer	CHARGE	P: 00000 F: 00000	Н	Scout	1200000	P: 000000 F: 00000	
HEART OF	1 (0)+1D per se	ession O Used this sessio	on OO		Dead May not use wises, test or help.	Fighter	4	P: 00000 F: 00000 P: 00000	Н	Survivalist	000000	P: 00000 F: 00000 P: 00000	
BATTLE	2 O+1D per ro 3 O+1s on suc	c/tie roll — Each appropria	nte test.		Earning Checks	Haggler	174848877	F: 000000 F: 00000 P: 000000		Theologian		F: 000000 F: 00000 P: 000000	
DEFENDER	$1 \xrightarrow{[]{}} +1D \text{ per se}$ $2 \xrightarrow{[]{}} +1D \text{ per re}$ $3 \xrightarrow{[]{}} +1S \text{ on suc}$	oll — May be used of	n each roll. 🛛 🔿 🔾		There are no free checks! 1: -1D to your ind. or versus test	Healer	nasan	F: 00000 P: 00000		CARPENTER	2	F: 00000 P: 00000	Н
	1 O+1D per se	ession O Used this sessio	on OO		2:+2D to opponent's versus test 2: Break versus test tie in	Hunter	<b>4</b>	F: 00000 P: 000000	W		000000	F: 00000	
	2 O+1D per ro 3 O+1s on suc				opponent's favor Spending Checks	Lore Master	consisten	F: 00000 P: 000000	w		COLUMN TO	F: 00000 P: 00000	
	1 O+1D per se	ession O Used this sessio											

	entor	Torso	Backpack/Satchel	Large Sack	Camp	I	
	~~~~	Worn LEATHER	Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter.	Requires two hands to carry full or one space when empty			Procedure
jead		Worn BACKPACK	Satchel: Torso/Worn 1	or one space when empty	Find appropri	ate place to rest	● To make a test in camp, spend a check: tes
orn HI	ELMET	Worn (BACKPACK)	CLOAKpack/Satchel		Use Survivalis in adventure p	t skill to set up camp (optional	to recover, reequip, create scrolls, gather supplies, but not adventure
			CEQAK ck/Satchel			-	<ul> <li>Each player spends a check. You cannot</li> </ul>
ech		Belt	BOTTLE/WINEhel		-	Events result. If disaster,	spend two in a row
orn MC	THER'S CAN	150		{}	return to adve	-	Checks may be shared (or tossed!)
	CKLACE (ID)		(Botatle/Wine)	\\	Strategize: dis sources and for	cuss conditions, checks, light	After checks are expended, start new adventure phase at turn count 1
ands	,	Weapon	TOROHES!(4)ly				adventure phase at turn count 1
orn		Contents Fu	III RATIONS PRES (3)		Town		
		Skin WINE			Lifest		Rumors and Leads
orn			Small Sach	Small Sack			Transis and Leads
arried S	PEAR	Feet					
arried		Worn SHOES		/		Rumor (1), Drink (1), Hire Help (1-3)	Market: Buy (0), Sell (0)
	~					oll on events table. ver (1). Hide out! (0)	<b>Guild Hall</b> : Use Facilities (1), Hire Apprentice (1), Find Work (1)
			rmor Rules			cover (1), +1 additional recovery	<b>Temple</b> : Religious Services (0), Pray at Shrine (1)
-	-	accessful or tied Attack or Feint actions.	Helmet: After use, helmet is damaged	l or lost. nor damaged and doesn't provide further	Inn: Recover (2	2), +1-2 additional recovery	Other Activity: Haggle (1), Personal Business (1),
		ff and capture conflicts only. Factors for armor on reverse.	benefit. On a 4+ the armor is still us		Hotel: Recover	(3), +1-2 additional recovery	Dig for Leads (1), Do Research (1), Other (1)
		4+, you reduce the thrust. On 1-3 your		armor is damaged or destroyed. On a 3-			Town Procedure
		but your armor is not damaged. You may	the armor is still useable. Against ma on a roll of 4+, and damaged on a	aces or warhammers, plate is still servicea	ble	Head to town	Determine accomodations
		opears, bolts and arrows bypass effect.	•	10.		Spend remaining checks to	recover
stro.	Ror	quirements a	nd Ronofife		NAK O	Roll on Town Events table	accomodations.
~~~			HA NAHATIY	Leveling	Up ew ability indicated by	Apply Town Events result. If	
el Fat	e Persona	Level Title and Benefit				return to adventure phase	hall, tavern, temple, etc. Take turn
ei rai	e reisonu	Level little and benefit			and level when you	return to adventure phase. ⊕ Level up (if rewards spent)	· · · · ·
0	0		MOR, WIELD ALL WEAPO	NS your class	and level when you own after an adventure	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> </ul>
_			MOR, WIELD ALL WEAPO	NS your class return to to and have s	and level when you own after an adventure spent the required	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and</li> </ul>
0	0		RMOR, WIELD ALL WEAPO	NS your class return to ta and have s amount of	and level when you own after an adventure spent the required rewards.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstacle</li> </ul>
0	0 3 6		RMOR, WIELD ALL WEAPO	NS your class return to to amount of # After firs dwarves	and level when you own after an adventure spent the required rewards. st level, warriors, and halflings choose	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstacle</li> </ul>
0 3 7	0 3 6 9		MOR, WIELD ALL WEAPO	NS your class return to tr and have 1 amount of # After first dwarve: between	and level when you own after an adventure spent the required rewards. st level, warriors,	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> <li>Specific antis )</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Draugers</li> </ul>
0 3 7 13 19	0 3 6 9 12		RMOR, WIELD ALL WEAPO	NS your class return to ta and have a amount of After first dwarves between level. Se	and level when you own after an adventure spent the required rewards. st level, warriors, s and halflings choose t wo options for each	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Draypers</li> </ul>
0 3 7 13 19 26	0 3 6 9 12 15		RMOR, WIELD ALL WEAPO	NS your class return to ta and have s amount of # After firs dwarves level. So characte # After 1s	and level when you own after an adventure spent the required rewards. st level, warriors, s and halflings choose t leve options for each elect one option for the er per level. t level, elves choose	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> <li>Specific antis )</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Property Slots</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when leave town. Obstacle is 8 - Will (do not adjust W</li> </ul>
0 3 7 13 19 26 32	0 3 6 9 12 15 18		RMOR, WIELD ALL WEAPO	NS your class return to ta and have s amount of # After firs dwarves between level. Se characte # After 1s between	and level when you own after an adventure spent the required rewards. st level, warriors, s and halflings choose a two options for each leet one option for the er per level. t level, elves choose a na ability or a spell	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi Spell and Prayer Mental Inventor</li> <li>First Circle</li> <li>Second Circle</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Prayets</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when lead town. Obstack is 8 - Will (do not adjust W due to the injured or sick conditions). This</li> </ul>
0 3 7 13 19 26 32 32 41	0 3 6 9 12 15 15 18 21		RMOR, WIELD ALL WEAPO	NS your class return to ta and have s amount of # After firs dwarves between level. Se characte # After 1s between	and level when you what after an adventure spent the required rewards. It level, warriors, and halflings choose two options for each lect one option for the rr per level. It level, elves choose an an ability or a spell the they level up. Choose	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi Spell and Prayer Mental Inventor</li> <li>First Circle</li> <li>Second Circle</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Prayets</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when lead town. Obstack is 8 - Will (do not adjust W due to the injured or sick conditions). This</li> </ul>
0 3 7 13 19 26 32	0 3 6 9 12 15 18		RMOR, WIELD ALL WEAPO	NS your class return to ta and have s amount of After firs dwarves level. Se characte @ After 1s between each tim at curre	and level when you what after an adventure spent the required rewards. It level, warriors, and halflings choose two options for each lect one option for the rr per level. It level, elves choose an an ability or a spell the they level up. Choose	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> <li>Spell and Prayer Mental Inventor</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> </ul>	
0 3 7 13 19 26 32 41 51	0 3 6 9 12 15 18 21 25		RMOR, WIELD ALL WEAPO	VS VS Vyour class return to tr and have 1 amount of After fir dwarve: between level. Sc characte After lis between each tin at curre Clerics a	and level when you own after an adventure spent the required rewards. st level, warriors, s and halflings choose a two options for each leet one option for the er per level. t level, elves choose an ability or a spell he they level up. Choose at level.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indi</li> <li>Spell and Prayer Mental Invento</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> </ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Draupers</li> <li>Roll Theologian during camp or when lead town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase the difficulty of maintaining your lifestyle. If successful choose the prayers you wish t memorize. If failed, the GM can: give your</li> </ul>
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0 3 7 13 19 26 32 41 51 51 62	0 3 6 9 12 15 18 21 25 30	WARRIOR: WEAR ALL AR	Your traveling spell book can hold u	your class return to ta and have a amount of After first dwarves between level. So characta After 1s between each tim at curre Clerics a spells for	and level when you own after an adventure spent the required rewards. st level, warriors, s and halfings choose t two options for each elect one option for the rr per level. It level, elves choose an ability or a spell the they level up. Choose and magicians gain new r each level they attain.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indition of the specific spec</li></ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstack</li> <li>Draypers</li> <li>Roll Theologian during camp or when lead town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase t difficulty of maintaining your lifestyle. If successful choose the prayers you wish i memorize. If failed, the GM can: give you character a condition and allow you to choose your prayers or choose the prayer</li> </ul>
0 3 7 13 19 26 32 41 51 62 <b>VAUU</b> Name:	0 3 6 9 12 15 18 21 25 30	WARRIOR: WEAR ALL AR	Your traveling spell book can hold u	your class return to ta and have a amount of # After first dwarves betweer level. So characte # After 1s betweer level. So characte # Clerics a spells for up to five spell levels (five First Cin	and level when you own after an adventure spent the required rewards. st level, warriors, s and halfings choose t two options for each elect one option for the rr per level. It level, elves choose an ability or a spell the they level up. Choose and magicians gain new r each level they attain.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indition of the specific spec</li></ul>	<ul> <li>Find work: hire yourself out, dig for leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstact OCT SUPPORTS</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when leat town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase t difficulty of maintaining your lifestyle. If successful choose the prayers you wish memorize. If failed, the GM can: give you character a condition and allow you to choose your prayers or choose the prayer you are granted.</li> </ul>
0 3 7 13 19 26 32 41 51 62 <b>TRU</b>	0 3 6 9 12 15 18 21 25 30	WARRIOR: WEAR ALL AR	Your traveling spell book can hold u	your class return to ta and have a amount of # After first dwarves betweer level. So characte # After 1s betweer level. So characte # Clerics a spells for up to five spell levels (five First Cin	and level when you own after an adventure spent the required rewards. st level, warriors, s and halfings choose t two options for each elect one option for the rr per level. It level, elves choose an ability or a spell the they level up. Choose and magicians gain new r each level they attain.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indition of the specific spec</li></ul>	<ul> <li>Find work: hire yourself out, dig fe leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstact OCTONCONCENTS</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when leat town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase to difficulty of maintaining your lifestyle. If successful choose the prayers you wish memorize. If failed, the GM can: give you character a condition and allow you to choose your prayers or choose the prayer you are granted.</li> </ul>
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0 3 7 13 19 26 32 41 51 62 <b>VAUU</b> Name:	0 3 6 9 12 15 18 21 25 30	WARRIOR: WEAR ALL AR	Your traveling spell book can hold u	your class return to ta and have a amount of # After first dwarves betweer level. So characte # After 1s betweer level. So characte # Clerics a spells for up to five spell levels (five First Cin	and level when you own after an adventure spent the required rewards. st level, warriors, s and halfings choose t two options for each elect one option for the rr per level. It level, elves choose an ability or a spell the they level up. Choose and magicians gain new r each level they attain.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indition of the specific spec</li></ul>	<ul> <li>Find work: hire yourself out, dig fe leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstact OCTONCONCENTS</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when leat town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase to difficulty of maintaining your lifestyle. If successful choose the prayers you wish memorize. If failed, the GM can: give you character a condition and allow you to choose your prayers or choose the prayer you are granted.</li> </ul>
0 3 7 13 19 26 32 41 51 62 <b>14</b> 51 62 <b>14</b> 0 7 <b>1</b> 32 7 10 7 10 7 10 7 10 7 10 7 10 7 10 7 1	0 3 6 9 12 15 18 21 25 30	WARRIOR: WEAR ALL AR	Your traveling spell book can hold u	your class return to ta and have a amount of # After first dwarves betweer level. So characte # After 1s betweer level. So characte # Clerics a spells for up to five spell levels (five First Cin	and level when you own after an adventure spent the required rewards. st level, warriors, s and halfings choose t two options for each elect one option for the rr per level. It level, elves choose an ability or a spell the they level up. Choose and magicians gain new r each level they attain.	<ul> <li>Level up (if rewards spent)</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling indition of the specific spec</li></ul>	<ul> <li>Find work: hire yourself out, dig fe leads, follow up rumors.</li> <li>Leave town: tally up lifestyle and test Resources against that obstact OCTONCONCENTS</li> <li>Memorizing Prayers</li> <li>Roll Theologian during camp or when leat town. Obstacle is 8 - Will (do not adjust W due to the injured or sick conditions). This test does not require a check or increase to difficulty of maintaining your lifestyle. If successful choose the prayers you wish memorize. If failed, the GM can: give you character a condition and allow you to choose your prayers or choose the prayer you are granted.</li> </ul>