ame: ULRIK		Parents: ORPHAN				_			bil	ities	_				
itoch: Human		Mentor: FLEINN TH	ΗE		Raw Abilities	Rating	Advance P:OO	or comment		Town Abilities		<b>P</b> •(	oooo	nt 0000	0
lass: CLERIC		HEALER Friend: UNA THE		<u><u>n</u>n<u>n</u><u>n</u><u>n</u><u>n</u><u>n</u><u>n</u></u>	Will	3	F: 00	)))) )))))		Resources				0000 0000	- 1
kge: 17		HAGGLER Enemy: FARK THE			Health	5 	F: 00			Circles	*788	• F:		0000	
ome: Bustling	METROPOLIS	Level:		Fate	Nature	5/5	F: 00	0000		Might		3			
aiment:Brillian		Alignment: UNAFF		Current Total Total Spent	Nature Descriptors:	BOAS	STING	6			3				
•		~		Spend one point to reroll all 6s as new dice or use a wise.	A wise can be used onc	e per test	. A chai			<b>SES</b> e up to four wises.					
Beliet I'll do WH. This Worl	ATEVER IT TA .D, AND I'LL WI	KES TO GET AHEAI EAR A SMILE DOING	D IN FIT.	Persona	TRAP-WISE	Pass	Fail		Pers			Pass F	Fail F	ate Pe	ers
laying a elief earns fate point				Current Total Total Spent	{	Pass	Fail	Fate	Pers			Pass F	Fail F	ate Pe	ers
				Spend one point to add 1D, tap Nature or use a wise. You	● I Am Wise: +1D to a		alated to		ico tha	t is made by your f	friand all	u or croat	1180	~	_
loal				may spend up to 3 points to add up to 3D per roll.	You can grant this aid	d in place	of help	(and the	us insı	ulate yourself from	condition	s, but no	t twists)		
ccomplishing Goal earns persona point				Conditions	<ul> <li>Deeper Understand</li> <li>Of Course!: Spend a</li> </ul>	a persona	point a	nd reroll	all fai	led dice on a test re	elated to y	your wise	2.		
* *				Fresh	Using Wises: Use a spend persona) and spend personal					-					,
nstinct Always A Lock.	CHECK FOR TH	RAPS BEFORE PICKI	ING	+1D to all tests until other condition.				S	fil)	íc					
sing an Instinct to aid ourself or the group				-1 to disposition to any conflict.	Skill	Rating	Advance	C-	BL	Skill	Rating	Advancer	ment	BL	
arns a fate point		(J.S.	and and				B OO					<b>B</b> : 0.00	0000	w	
		X		Angry (Ob 2 Will) Can't use wises or beneficial traits.	Alchemist	67-04-04-0-79	F: 000	0000	W	Orator	12030000073				
Ellies and Additi	onal Enemies			Can't use wises or beneficial traits. Afraid (Ob 3 Will)	Alchemist Arcanist		<b>F:</b> OO	000		Orator Pathfinder	C2888857	F: 000 F: 000 F: 000 F: 000	000	Н	
Ellies and Additi	onal Enemies			Can't use wises or beneficial traits. Afraid (Ob 3 Will) Can't help or use Beginner's Luck		rasser	F: 000 F: 000 F: 000		w		1788-8877 1788-8877	F: 000		H W	
Lllies and Additi	onal Enemies			Can't use wises or beneficial traits. Afraid (Ob 3 Will)	Arcanist	048460 048460	F: 000 F: 000 F: 000 F: 000		W H	Pathfinder	1.2999692.2	F: 000 F: 000 F: 000			
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In	itei	itor	Torso	_ Backpack/Satchel	Large Sack	] Camp			
head Worn Decl Worn Hand Worn	SILVE	R HOLY	Worn LEATHER Worn BACKPACK Worn (BACKPACK Worn (BACKPACK) Belt Pouch THIEVE'S TOO Weapon MACE Skin Contents WINE	Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter. Satchel: Torso/Worn 1 BOTTLE (WINE) (BOTTLE (WINE)) SMALL SACKS (2)	Requires two hands to carry fu or one space when empty	Find appropriat	Camp te place to rest skill to set up camp (optional nase) Events table vents result. If disaster, iture phase uss conditions, checks, light od	<ul> <li>Procedure</li> <li>To make a test in camp, spend to recover, reequip, create scro supplies, but not adventure</li> <li>Each player spends a check. Y spend two in a row</li> <li>Checks may be shared (or tos</li> <li>After checks are expended, sta adventure phase at turn count</li> </ul>	olls, gather You cannot sed!) art new t 1
Armor	grants -1 benefits	s against su kill, drive of	accessful or tied Attack or Feint actions. If and capture conflicts only.	rmor Rules Helmet: After use, helmet is damage	ed or lost. rmor damaged and doesn't provide fur	Street: Free! Rol Stables: Recove Flophouse: Recove Inn: Recover (2),	imor (1), Drink (1), Hire Help (1-3 Il on events table. er (1), Hide out! (0) over (1), +1 additional recovery , +1-2 additional recovery (3), +1-2 additional recovery	3) Market: Buy (0), Sell (0) Guild Hall: Use Facilities (1), Hire A Find Work (1) Temple: Religious Services (0), Pray Other Activity: Haggle (1), Persona Dig for Leads (1), Do Research (1), C	at Shrine (1) al Business (1),
ather A	armor: ro	l a D6. On a unhindered,	Factors for armor on reverse. 14+, you reduce the thrust. On 1-3 your but your armor is not damaged. You may Spears, bolts and arrows bypass effect.	the summer is still as a falls. A set is still	ne armor is damaged or destroyed. On a naces or warhammers, plate is still servi a 1-3.		Head to town	Town Procedure	ations
eu				and Benefits	Leveli Gain th	ing Up ne new ability indicated by	<ul> <li>Spend remaining checks t</li> <li>Roll on Town Events table</li> <li>Apply Town Events result.</li> <li>return to adventure phase</li> </ul>	e accomodations. : If disaster,	market, guild etc. Take turns
eu vel	el	<b>Ret</b> Persona	Level Title and Benefit	, 3	OF LIFE AND	he new ability indicated by ass and level when you to town after an adventure ve spent the required	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss condition divide loot.</li> </ul>	e accomodations. accomodations. b Visit town locations: b Visit town	market, guild etc. Take turns self out, dig fo ors. lifestyle and
rel	<b>Fate</b> 0 3 7 13	Persona 0 3 6 9	Level Title and Benefit	and Benefits	OF LIFE AND	the new ability indicated by ass and level when you to town after an adventure ve spent the required t of rewards. • first level, warriors, rues and halflings choose the new options for each	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss condition</li> </ul>	e accomodations. accomodations. (a) Visit town locations: hall, tavern, temple, hall, tavern, temple, (b) Find work: hire your leads, follow up rum (c) Leave town: tally up test Resources against	market, guild etc. Take turn self out, dig fo ors. lifestyle and
eu rel	<b>Fate</b> 0 3 7	Persona 0 3 6	Level Title and Benefit	and Benefits	OF LIFE AND	the new ability indicated by ass and level when you to town after an adventure ve spent the required t of rewards. first level, warriors, rves and halflings choose leven two options for each . Select one option for the acter per level.	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss conditional divide loot.</li> <li>Decide if you're haggling in</li> <li>Spell and Prayer Mental Invert</li> <li>First Circle</li> </ul>	e accomodations. (a) Visit town locations: (b) Visit town locations: (c)	market, guild etc. Take turns self out, dig fo ors. lifestyle and st that obstack mp or when leav (do not adjust W
	<b>Fate</b> 0 3 7 13 19 26	Persona 0 3 6 9 12 15	Level Title and Benefit	and Benefits	OF LIFE AND	the new ability indicated by ass and level when you to town after an adventure we spent the required t of rewards. If its level, warriors, rives and halflings choose two options for each . Select one option for the acter per level. Ist level, elves choose reen an ability or a spell time they level up. Choose irrrent level.	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling in</li> <li>Spell and Prayer Mental Inver</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> </ul>	e accomodations. (a) Visit town locations: (b) Visit town locations: (c)	market, guild etc. Take turns self out, dig fo ors. lifestyle and st that obstacle mp or when leas do not adjust W conditions). This ckd or increase ti urk for increase ti
vel	Fate           0           3           7           13           19           26           32           41           51           62	Persona 0 3 6 9 12 15 18 21 25 30	Level Title and Benefit CLERIC: ANY ARMOR, BLUNT	MEAPON, FURY OF THE LORDS	OF LIFE AND Ward have a mount OF LIFE AND After dward betw level chara & After betw level chara & Cleri spells	the new ability indicated by ass and level when you to town after an adventure we spent the required t of rewards. If its level, warriors, rives and halflings choose even two options for each . Select one option for the acter per level. I st level, elves choose even an ability or a spell time they level up. Choose irrent level. ics and magicians gain new s for each level they attain.	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss conditidivide loot.</li> <li>Decide if you're haggling in</li> <li>Spell and Prayer Mental Inver</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> </ul>	e accomodations. (a) If disaster, (b) Visit town locations: hall, tavern, temple, (c) Find work: hire your leads, follow up rum (c) Leave town: tally up test Resources against <b>Draggerss</b> ntory Slots Memorizing Prayers Roll Theologian during can due to the injured or sick of test does not require a che difficulty of maintaining you If successful choose the pr memorize. If failed, the GN character a condition and choose your prayers or ch	market, guild etc. Take turns self out, dig fo ors. lifestyle and st that obstack mp or when leax (do not adjust W conditions). This eck or increase th ur lifestyle. ayers you wish t M can: give youn allow you to noose the praye
etti e e e e e e e e e e e e e e e e e e	Fate           0           3           7           13           19           26           32           41           51           62           Use           EELERY           Ob to od created	Persona           0           3           6           9           12           15           18           21           25           30	Level Title and Benefit CLERIC: ANY ARMOR, BLUNT	Your traveling spell book can hold	OF LIFE AND OF LI	the new ability indicated by ass and level when you to town after an adventure we spent the required t of rewards. If its level, warriors, rives and halflings choose even two options for each . Select one option for the acter per level. I st level, elves choose even an ability or a spell time they level up. Choose irrent level. ics and magicians gain new s for each level they attain.	<ul> <li>Roll on Town Events table</li> <li>Apply Town Events result. return to adventure phase</li> <li>Level up (if rewards spent</li> <li>Strategize: discuss condition divide loot.</li> <li>Decide if you're haggling in</li> <li>Spell and Prayer Mental Inver</li> <li>First Circle</li> <li>Second Circle</li> <li>Third Circle</li> <li>Fourth Circle</li> <li>Fifth Circle</li> <li>Circle spell, or one Second C</li> </ul>	e accomodations. (a) If disaster, (b) Visit town locations: hall, tavern, temple, (c) Find work: hire your leads, follow up rum (c) Leave town: tally up test Resources against <b>Draggerss</b> ntory Slots Memorizing Prayers Roll Theologian during can due to the injured or sick of test does not require a che difficulty of maintaining you If successful choose the pr memorize. If failed, the GN character a condition and choose your prayers or ch	market, guild etc. Take turns self out, dig fo ors. lifestyle and st that obstack mp or when leax (do not adjust W conditions). This eck or increase th ur lifestyle. ayers you wish t M can: give youn allow you to noose the praye