Name: VARG Parents: ORPHAN

Stock: HUMAN Mentor: -

Class: Magician Friend: -

Age: 21 Enemy: HALL THE MAGICIAN

home: WIZARD'S TOWER Level: 1

Raiment: Blue Cloak Embroidered Alignment: CHAOS

WITH MYSTIC SIGILS

Belief CARE AND THOUGHT WILL TAKE ONE FARTHER THAN RECKLESS ACTION.

Playing a Belief earns a fate point

### Goal

Accomplishing a Goal earns a persona point

Instinct ALWAYS MAP OUR PROGRESS WHEN WE 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.

- O Shield used
- $\odot$  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 |
|-------------------|-----------------------------------------------------------------------|----------------------------------------------------------------------------|--------|
| THOUGHTFUL        | 1 O+1D per session<br>2 O+1D per roll<br>3 O+1s on suc/tie roll       | O Used this session  — May be used on each roll.  — Each appropriate test. | 0000   |
| LONER             | 1 💆 + 1D per session<br>2 O + 1D per roll<br>3 O + 1s on suc/tie roll | O Used this session  — May be used on each roll.  — Each appropriate test. | 0000   |
| WIZARD'S<br>SIGHT | 1 5+1D per session<br>2 O+1D per roll<br>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<br>2 O+1D per roll<br>3 O+1s on suc/tie roll       | O Used this session  — May be used on each roll.  — Each appropriate test. | 0000   |

# TORGI DENKIN

### 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)

Resources, Circles and recovery. **Injured** (Ob 4 Health)

Injured (Ob 4 Health)

-1D to skills, Nature, Will
and Health (but not recovery).

Sick (Ob 3 Will)
-1D to skills, Nature, Will

-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

#### Dead

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 phase1: Earn advancement by helping

### Abilities

| Raw Abilities | Rating | Advancement          | Town Abilities | Rating  | Advancement              |
|---------------|--------|----------------------|----------------|---------|--------------------------|
| Will          | 5      | P:00000<br>F:00000   | Resources      | CHARACT | P:00000000<br>F:0000000  |
| Health        | 3      | P:00000<br>F:00000   | Circles        | COMME   | P:00000000<br>F:00000000 |
| Nature        | 4/4    | P:000000<br>F:000000 | Might          | 3       |                          |

Nature Descriptors: BOASTING, DEMANDING, RUNNING

### Wises

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

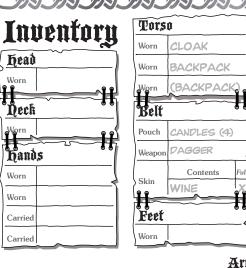
|   | SKIRMISH-WISE | Pass | Fail | Fate | Pers | Pass | Fail | Fate | Pers |
|---|---------------|------|------|------|------|------|------|------|------|
| 1 |               | Pass | Fail | Fate | Pers | Pass | Fail | Fate | Pers |

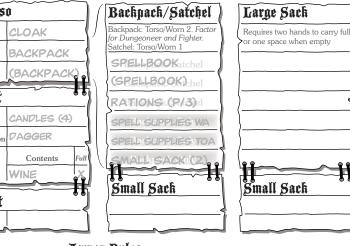
- **®** I Am Wise: +1D to any test related to your wise that is made by your friend, ally or creature. You can grant this aid in place of help (and thus insulate yourself from conditions, but not twists).
- Deeper Understanding: Spend a fate point and reroll any single failed die on a test related to 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: 00000 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 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: 000000 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.





### Armor Rules

MAGICIAN: DAGGER ONLY, NO ARMOR, I FIRST CIRCLE SPELI

- Armor grants -1s against successful or tied Attack or Feint actions.
- Armor benefits kill, drive off and capture conflicts only.
- Note Fatigue and Recovery Factors for armor on reverse.

Level

1

2

3

4

5

6

7

8

9

10

Fate

19

26

32

41

51

Persona

0

3

6

9

12

15

18

21

25

30

Leather Armor: roll a D6. On a 4+, you reduce the thrust. On 1-3 your opponent attacks unhindered, but your armor is not damaged. You may use this effect once per fight. Spears, bolts and arrows bypass effect.

Level Requirements and Benefits

**Level Title and Benefit** 

Helmet: After use, helmet is damaged or lost.

Chain-type Armor: roll a D6: 1-3 Armor damaged and doesn't provide further benefit. On a 4+ the armor is still useable.

Plate Armor: roll a D6: On a 1-2, the armor is damaged or destroyed. On a 3+, the armor is still useable. Against maces or warhammers, plate is still serviceable on a roll of 4+, and damaged on a 1-3.

#### Leveling Up

Gain the new ability indicated by your class and level when you return to town after an adventure and have spent the required amount of rewards.

- After first level, warriors, dwarves and halflings choose between two options for each level. Select one option for the character per level.
- After 1st level, elves choose between an ability or a spell each time they level up. Choose at current level.
- Clerics and magicians gain new spells for each level they attain.

## Camp

#### Camp Procedure

- Find appropriate place to rest
- Use Survivalist skill to set up camp (optional in adventure phase)
- Roll on Camp Events table
- Apply Camp Events result. If disaster, return to adventure phase
- Strategize: discuss conditions, checks, light sources and food
- To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure
- Each player spends a check. You cannot spend two in a row
- Checks may be shared (or tossed!)
- After checks are expended, start new adventure phase at turn count 1





**Tavern**: Hear Rumor (1), Drink (1), Hire Help (1-3) **Street**: Free! Roll on events table.

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

#### Rumors and Leads

Market: Buy (0), Sell (0)

**Guild Hall**: Use Facilities (1), Hire Apprentice (1), 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)

#### Town Procedure

- Head to town
- Spend remaining checks to recover
- ⊕ Roll on Town Events table
- Apply Town Events result. If disaster, return to adventure phase.
- Level up (if rewards spent)
- Strategize: discuss conditions and divide loot.
- Decide if you're haggling individually.

- Determine accomodations
- Make recovery tests according to accomodations.
- Wisit town locations: market, guild hall, tavern, temple, etc. Take turns.
- Find work: hire yourself out, dig for leads, follow up rumors.
- Leave town: tally up lifestyle and test Resources against that obstacle.

## Spell and Prayers

| Spell and Pray | I Inventory Slots |  |  |
|----------------|-------------------|--|--|
| First Circle   | X                 |  |  |
| Second Circle  |                   |  |  |
| Third Circle   |                   |  |  |
| Fourth Circle  |                   |  |  |
| Fifth Circle   |                   |  |  |
|                |                   |  |  |

Memorizing Prayers

Roll Theologian during camp or when leaving town. Obstacle is 8 - Will (do not adjust Will 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 to memorize. If failed, the GM can: give your character a condition and allow you to choose your prayers or choose the prayers you are granted.

Traveling Spell Book Your traveling spell book can hold up to five spell levels (five First Circle spells, or one Fifth Circle spell, or one Second Circle spell and one Third Circle spell, etc.

| Spell Name: WISPOM OF SAGES | Mem: | Spell Name: | Spell

|                                         | _   |
|-----------------------------------------|-----|
| Spell Name: THREAD OF PRIENDSHIMEM:     |     |
| Spell Rules: CHARM ANOTHER              | - 6 |
| This spell causes a versus test between |     |

| This spell causes a versus test between    |
|--------------------------------------------|
| the target's Will (or Nature for monsters) |
| and the caster's Arcanist skill1s penalty  |
| for each rank by which the target's Might  |
| exceeds that of the caster.                |

|   | WISDOM OF SAGES                     |     |
|---|-------------------------------------|-----|
| F | READ AND SPEAK<br>LANGUAGES FOR I T | URN |

Wisdom of the Sages Factors
Language Group: Similar to known
language, far removed from known
language, archaic language or dead
language, arcane language

| ,        | MAGICAL      | DEFENSE        |           |
|----------|--------------|----------------|-----------|
| Substitu | te Arcanist  | skill for Defe | end skill |
| in kill, | capture or o | drive off con  | ıflict.   |
|          |              |                |           |

| 6 | , or one Fifth Circle spe <u>ll, c</u> | or one Second Circle spell and one Third Circle s | spell, etc.) |
|---|----------------------------------------|---------------------------------------------------|--------------|
|   | Spell Name:                            | Mem: Spell Name:                                  | Mem:         |
| ľ | •                                      | •                                                 |              |
| À |                                        | 1                                                 |              |
| ľ |                                        |                                                   |              |
|   | •                                      |                                                   |              |