

Who You Are

Name: Parents:
Stock: Mentor:
Class: Friend:
Age: Enemy:
Home: Level:
Raiment:

What You Fight For

Belief

Uphold your belief in your actions and earn a fate point

Creed

Endure a moral test driven by your creed and earn a persona point.

Goal

Accomplish a goal to earn a persona point

Instinct

Use an instinct to aid the group and earn a fate point

Traits

| Trait name | Trait level | Beneficial uses | Checks |
|------------|-------------------------|-----------------------|--------|
| | 1 +1D per session | ○ | |
| | 2 +1D twice per session | ○ ○ | ○ ○ □ |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | ○ | |
| | 2 +1D twice per session | ○ ○ | ○ ○ □ |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | ○ | |
| | 2 +1D twice per session | ○ ○ | ○ ○ □ |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | ○ | |
| | 2 +1D twice per session | ○ ○ | ○ ○ □ |
| | 3 +1s on suc/tie roll | All appropriate tests | |

Torchbearer

Fate

Fate

Current Total Total Spent

| | |
|--|--|
| | |
|--|--|

Spend one point to reroll all 6s as new dice, use a wise or learn from help.

Persona

Current Total Total Spent

| | |
|--|--|
| | |
|--|--|

Spend one point to add 1D, tap Nature or use a wise. You may spend up to three points to add up to 3D per roll.

Conditions

Condition Recovery

Fresh

+1D all tests until other condition.

Hungry and Thirsty

-1 to disposition to any conflict.

Angry

Will Ob 2

No wises or beneficial traits.

Afraid

Will Ob 3

No help or use Beginner's Luck.

Exhausted

Health Ob 3

-1 to disposition to any conflict; may not use instinct for free.

Injured

Health Ob 4

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

Sick

Will Ob 3

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

Dead

May not test, help or use wises.

Earning 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 or conflict during camp phase

1: Recover when entering town

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Abilities

| Raw Abilities | Rating | Advancement | Town Abilities | Rating | Advancement |
|---------------|--------|--------------------------------------|----------------|--------|--|
| Will | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | Resources | | P: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ ○ ○ ○ ○ |
| Health | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | Circles | | P: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ ○ ○ ○ ○ |
| Nature | / | P: ○ ○ ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ ○ | Precedence | | Might |

Nature Descriptors:

Skills

| Skill | Rating | Advancement | BL | Skill | Rating | Advancement | BL |
|--------------|--------|--------------------------------|----|-------------|--------|--------------------------------|----|
| Alchemist | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | Orator | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W |
| Arcanist | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | Pathfinder | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H |
| Armorer | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H | Persuader | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W |
| Cartographer | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | Rider | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H |
| Commander | | 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: ○ ○ ○ ○ ○ | W |
| Fighter | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H | Survivalist | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H |
| Haggler | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | Theologian | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W |
| Healer | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | |
| Hunter | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | H | | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | |
| Lore Master | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | |
| Manipulator | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | |
| Mentor | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | W | | | P: ○ ○ ○ ○ ○ ○ F: ○ ○ ○ ○ ○ | |

P= Pass; successful 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.

Wises

○ Pass | ○ Fail | ○ Fate | ○ Persona

○ Pass | ○ Fail | ○ Fate | ○ Persona

○ Pass | ○ Fail | ○ Fate | ○ Persona

○ Pass | ○ Fail | ○ Fate | ○ Persona

- **I Am Wise:** grant +1D to a test made by your friend or ally that is related to your wise. You can give this aid in place of help which insulates you from conditions on this test, 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.
- **Evolving 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.

