₩ho You Are

| Name: | Parents: |
|--------|----------|
| Stock: | Mentor: |
| Class: | Friend: |
| Age: | Enemy: |
| Home: | Level: |
| | |

Raiment:

SWhat 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

S Traits

Trait

| name | Trait level | Beneficial uses | Checks |
|-------------------|---------------------------------|-------------------------|--------------------------|
| | 1 +1D per session | 0 | |
| | 2 +1D twice per session | 00 | $\bigcirc \bigcirc \Box$ |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | 0 | |
| | 2 +1D twice per session | 00 | 000 |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | 0 | |
| | 2 +1D twice per session | 00 | 000 |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| | 1 +1D per session | 0 | |
| | 2 +1D twice per session | 00 | 000 |
| | 3 +1s on suc/tie roll | All appropriate tests | |
| 0 Luke Crane Thor | Olavsrud. Permission granted to | make copies for persona | 1150 |

TORCHBEARER





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

Persona



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.

- Hungry and Thirsty -1 to disposition to any conflict.

No wises or beneficial traits.

No help or use Beginner's Luck.

------ Sick Will Ob 3 -1D to skills, Nature, Will and Health (but not recovery): can not practice, learn or advance.

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 www.TorchbearerRPG.com

Abilities

| Raw Abilities | Rating | Advancement | Town Abilities | Rating | Advancement |
|---------------|------------|-----------------------|----------------|---------------------------------------|---------------------------|
| Will | CHARGE CO. | P:000000 F:00000 | Resources | Contaction of the International State | P:000000000 F:00000000 |
| Health | 1748048779 | P:000000 F:00000 | Circles | e substatures | P:000000000 F:00000000 |
| Nature | - | P:0000000 F:000000 | Precedence | COLUMN TO A | Might |

BL

Skill

Rating

Advancement

BL

Nature Descriptors:

Skill Rating Advancement

| Alchemist | COMMONTS. | P: 000000 F: 00000 | W | Orator | CHANNED | P: 000000 F: 00000 | W |
|--------------|---------------|-----------------------|---|-------------|----------|-----------------------|---|
| Arcanist | 6748688779 | P: 000000 F: 00000 | W | Pathfinder | (78)(85) | P: 000000 F: 00000 | Н |
| Armorer | 67484948479 | P: 000000 F: 00000 | Н | Persuader | 04808453 | P: 000000 F: 00000 | W |
| Cartographer | C248000073 | P: 000000 F: 00000 | W | Rider | 04604453 | P: 000000 F: 00000 | Н |
| Commander | 6748488779 | P: 000000 F: 00000 | W | Ritualist | 5466455 | P: 000000 F: 00000 | W |
| Cook | 6748488779 | P: 000000 F: 00000 | W | Scavenger | 5466455 | P: 000000 F: 00000 | Н |
| Criminal | 6748488779 | P: 000000 F: 00000 | Н | Scholar | 5466455 | P: 000000 F: 00000 | W |
| Dungeoneer | 6748688473 | P: 000000 F: 00000 | Н | Scout | 04664450 | P: 000000 F: 00000 | W |
| Fighter | 6748688473 | P: 000000 F: 00000 | Н | Survivalist | 04664450 | P: 000000 F: 00000 | Н |
| Haggler | 6748688473 | P: 000000 F: 00000 | W | Theologian | 04664450 | P: 000000 F: 00000 | W |
| Healer | 124444477 | P: 000000 F: 00000 | W | | CHANNED | P: 000000 F: 00000 | |
| Hunter | 124444477 | P: 000000 F: 00000 | Н | | CHANNED | P: 000000 F: 00000 | |
| Lore Master | 5348648573 | P: 000000 F: 00000 | W | | 1200000 | P: 000000 F: 00000 | |
| Manipulator | 5-14-14-1-7-1 | P: 000000 F: 00000 | W | | CHANNEL | P: 000000 F: 00000 | |
| Mentor | 574844573 | P: 000000 F: 00000 | W | | ന്നലങ്ങ | P: 000000 F: 00000 | |

P= Pass; successful tests | Advancement requires: Passed tests equal to the skill rank and failed tests equal to one F= Fail; failed tests. | less than the rank. Learning a new skill requires: tests equal to untaxed Nature rank.

🖏 Wises

O Pass | O Fail | O Fate | O Persona

O Pass | O Fail | O Fate | O Persona

O Pass | O Fail | O Fate | O Persona

O Pass | O Fail | O Fate | O 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.

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| Beginner's Luck. | Taygie |
|------------------|--------|
| ed Health Ob 3 | Healer |
| to any conflict; | Hunter |

| Invent | tory | | | | | | | | →⇒ Alli | es & Ener | nies |
|-------------------|---|----------|----------------------|----------------------------------|---|--|---|--|--------------------------|-----------|---|
| Head | Torso | | Satchel/ | Backpack | Large Sack | Cache | | | Name | Location | Status |
| Worn O Damaged | Worn | | | Worn 2. Factor for d Fighter. | Requires two hands to carry or pack 1 when empty O Carried O Dropped O Lost | Stashed in camp, i home or at your m | | use | | | |
| | Worn | | 1 | | 1 | 1 | | | | | |
| Neck | Worn O Damaged | | _ | | 2 | 2 | | | | | |
| Worn | O Damageu | | 2 | | | 3 | | | | | |
| Hands | Belt | | 3 | | 3 | 4 | | | | | |
| Worn | 1 | | 4 | | 4 | 5 | | | | | |
| Worn | 2 | | 5 | | 5 | 6 | | | | | |
| Carried | 3 | | 6 O Dropped O L | aat | 6 | 7 | | | | | |
| Carried | Belt items: belt or weapon 1. H | | O Dropped I O L | OSL | | 8 | | | | | |
| | items must be l purse or pouch | ept in a | Small Sa | ack | Small Sack | 9 | | | | | |
| Feet | | | ○ Carried ○ Dr | opped O Lost | O Carried O Dropped O Lost | 10 | | | | | |
| Worn | Pocket | | 1 | | 1 | 11 | | | | | |
| | Trinkets | | 2 | | 2 | 12 | | | | | |
| Relics | S Inventory | In | wocation/Patron | /Circle | Urðr Burden | | | Р | Require Level Benefit | | d Benefits +1D to Resources in your home tow |
| | | I | nvocation/Patron | /Circle | | Lev | el F 0 3 | Р 0 3 | _ | | +1D to Resources in your home tow |
| Relic | | | wocation/Patron | /Circle | | | el F 0 3 7 | р 0 3 6 | _ | | +1D to Resources in your home tow |
| Relic | Inventory | | mem. cast | | Burden Burden Memory Palace | | el F 0 3 7 14 | P 0 3 6 12 | _ | | d Benefits +1D to Resources in your home tow +1D to Circles in your home to |
| Relic | Inventory | | | | Burden Burden Memory Palace | | el F 0 3 7 14 | р 0 3 6 | _ | | +1D to Resources in your home tow |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 | el F 0 3 7 14 | P 0 3 6 12 20 | _ | | +1D to Resources in your home tow |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 | el F 0 3 7 14 22 | P 0 3 6 12 20 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 | el F 0 3 7 14 22 | P 0 3 6 12 20 30 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 7 | el F 0 3 7 14 22 31 41 | P 0 3 6 12 20 30 42 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 | el F 0 3 7 14 22 31 41 | P 0 3 6 12 20 30 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 7 8 | el F 0 3 7 14 22 31 41 52 | P 0 3 6 12 20 30 42 56 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic Arcan | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 7 8 | el F 0 3 7 14 22 31 41 | P 0 3 6 12 20 30 42 56 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |
| Relic Arcan | Inventory | | | | Burden Burden Memory Palace | Lev 1 2 3 4 - 5 6 7 8 | el F 0 3 7 14 22 31 41 52 64 | P 0 3 6 12 20 30 42 56 | _ | | +1D to Resources in your home tow +1D to Circles in your home to |