₩ 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 session2 +1D twice per session3 +1s on suc/tie roll	O O O All appropriate tests	000
	1 +1D per session2 +1D twice per session3 +1s on suc/tie roll	O O O All appropriate tests	000
	1 +1D per session2 +1D twice per session3 +1s on suc/tie roll	O O O All appropriate tests	000
	1 +1D per session 2 +1D twice per session 3 +1s on suc/tie roll	O O O All appropriate tests	000

TORCHBEARER



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

CHRONICA	economica.

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.

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).

-1D to skills Nature Will and

-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 www.TorchbearerRPG.com

Abilities

Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	enterprise.	P:00000 F:00000	Resources	esembles.	P:00000000 F:00000000
Health	economica	P:00000 F:00000	Circles	epitatianen	P:00000000 F:0000000
Nature	4.20000000000	P:000000 F:000000	Precedence	consisten	Might

Nature Descriptors:

- ⊰ Skills							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
Alchemist	continues	P: 00000 F: 00000	W	Orator	CHARGE	P: 00000 F: 00000	W
Arcanist	CHRISTO	P: 00000 F: 00000	W	Pathfinder	CARREST	P: 00000 F: 00000	Н
Armorer	CHRISTIA	P: 00000 F: 00000	Н	Persuader	communica	P: 00000 F: 00000	W
Cartographer	CHRISTIA	P: 00000 F: 00000	W	Rider	communica	P: 00000 F: 00000	Н
Commander	CHRISTIA	P: 00000 F: 00000	W	Ritualist	communica	P: 00000 F: 00000	W
Cook	economico.	P: 000000 F: 00000	W	Scavenger	comme	P: 00000 F: 00000	Н
Criminal	CHRISTIA	P: 00000 F: 00000	Н	Scholar	communica	P: 00000 F: 00000	W
Dungeoneer	CARRELL	P: 00000 F: 00000	Н	Scout	commen	P: 000000 F: 00000	W
Fighter	CARRELL	P: 00000 F: 00000	Н	Survivalist	commen	P: 000000 F: 00000	Н
Haggler	CHRISTO	P: 00000 F: 00000	W	Theologian	CARREST	P: 00000 F: 00000	W
Healer	CHRISTIA	P: 00000 F: 00000	W		communica	P: 00000 F: 00000	
Hunter	CARRELL	P: 00000 F: 00000	Н		commen	P: 000000 F: 00000	
Lore Master	CHRISTO	P: 00000 F: 00000	W		CARREST	P: 00000 F: 00000	
Manipulator	CHRISTO	P: 00000 F: 00000	W		CARREST	P: 00000 F: 00000	
Mentor	COMMENTS	P: 00000 F: 00000	W		CHARGET	P: 00000 F: 00000	

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.
- Beeper 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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Inven	tory				«⇒ Alli	ies & Enem	nies
Head	Torso	Satchel/Backpack	Large Sack	Cache	Name	Location	Status
Worn O Damaged	Worn	Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter. Satchel: Torso/Worn 1	Requires two hands to carry or pack 1 when empty O Carried O Dropped O Lost	Stashed in camp, in your home or at your mom's house			
Neck	Worn	1	1	1			
Worn	O Damaged	2	2	2			
Hands	Belt	3	3	4			
Worn	1	4	4	5			
Worn	2	5	5	6			
Carried	3 Belt items: belt 1, pack 1	6 ○ Dropped ○ Lost	6	7			
Carried Feet	or weapon 1. Bundled pack items must be kept in a purse or pouch.	Small Sack O Carried O Dropped O Lost	Small Sack O Carried O Dropped O Lost	8 9 10			
Worn	Pocket	1	1	11			
	Trinkets	2	2	12			
 ☆ Relice	3			-> Leve	el Require	ements and	l Benefits
Relic	Inventory	Invocation/Patron/Circle	Urðr	Level F P	Level Benefit		
			Burden	1 0 0		+1	D to Resources in your home to
			Durden				

]	Buro	den			
									Men	nory l	Palac	е	
≯ Arcane	Spe	<u>lls</u>											
Spell	Ob	known	spell book	mem.	cast	scroll	supplies		effe	ct			
		OWNER	****CANNAD*****	OWNER	CHRONING	romanors	erproductioners						
		17466000	*DEMARKT	consisten	epithology	commen	consisters						
		17466000	****CANADAC**	consisten	42486669CH	commen	eronamers						
		consisters	*")=Garind3+";">	1266661	1218668729	romanders	кунамиянся						
		connect	ery-dated-stra	commen	CHARGETT	romanders	етемнаяся						

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CHARGE

revei	r	r	Level benent
1	0	0	+1D to Resources in your home town
2	3	3	
3	7	6	+1D to Circles in your home town
4	14	12	
5	22	20	
6	31	30	+1 Precedence
7	41	42	
8	52	56	
9	64	72	
10	78	98	