₩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

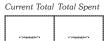
TORCHBEARER





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