

Name: LYUBA

Stock: HUMAN

Class: Assassin

Age:

Home: Melitopol

Raiment:

Belief The only thing I am good at is killing

Goal I will kill the prince of the koochei

Accomplishing a Goal earns a persona point

Instinct Always remain alert for signs

Using an Instinct to aid yourself or the group earns a fate point

Allies and Additional Enemies

Friend: Steward, Lilya

Parents:

Mentor: Uryk the criminal

Friend: Lilya the steward

Enemy: EKUHEIKKI MERTI THE ELF

Level: 1

Alignment: Unaligned

TORCH BEARER

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)
Can't help or use Beginner's Luck

Exhausted (Ob 3 Health)
Factor in all tests except Resources, Circles and recovery.

Injured (Ob 4 Health)
-1D to skills, Nature, Will and Health (but not recovery).

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

Dead
May not use wises, test or help.

Earning 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 phase
1: Earn advancement by helping

Abilities

Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	1	P: 000000 F: 000000	Resources	0	P: 00000000 F: 00000000
Health	6	P: 000000 F: 000000	Circles	4	P: 00000000 F: 00000000
Nature	Human 4	P: 00000000 F: 00000000	Might	3	

Nature Descriptors: Soothing, Demanding, Roving

Wises

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

Murder-wise	Pass	Fail	Fate	Pers	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers	Pass	Fail	Fate	Pers

- 1 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 Counsel: 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 (1 Am Wise passed test, 1 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

Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
Alchemist	7	P: 000000 F: 000000	W	Orator	7	P: 000000 F: 000000	W
Arcanist	7	P: 000000 F: 000000	W	Pathfinder	7	P: 000000 F: 000000	H
Armorer	7	P: 000000 F: 000000	H	Persuader	7	P: 000000 F: 000000	W
Cartographer	7	P: 000000 F: 000000	W	Rider	7	P: 000000 F: 000000	H
Commander	7	P: 000000 F: 000000	W	Ritualist	7	P: 000000 F: 000000	W
Cook	4	P: 000000 F: 000000	W	Scavenger	7	P: 000000 F: 000000	H
Criminal Specialty	4	P: 000000 F: 000000	H	Scholar	7	P: 000000 F: 000000	W
Dungeoneer	2	P: 000000 F: 000000	H	Scout	7	P: 000000 F: 000000	H
Fighter	3	P: 000000 F: 000000	H	Survivalist	7	P: 000000 F: 000000	H
Haggler	2	P: 000000 F: 000000	W	Theologian	7	P: 000000 F: 000000	W
Healer	2	P: 000000 F: 000000	W	Sei Lar	7	P: 000000 F: 000000	W
Hunter	2	P: 000000 F: 000000	H	Steward	7	P: 000000 F: 000000	W
Lore Master	2	P: 000000 F: 000000	W				
Manipulator	2	P: 000000 F: 000000	W				
Mentor	2	P: 000000 F: 000000	W				

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.

er: succeed maneuver => discern vs. spells & missile weapons.

Inventory

Head	
Worn	
Neck	
Worn	Taksmah 1D
Hands	
Worn	
Worn	
Carried	
Carried	torch (4)

Torso	
Worn	cloak
Worn	backpack
Belt	
Pouch	hidabox
Weapon	dagger
Worn	skin
Worn	wine
Worn	feet
Worn	slices

Backpack/Satchel	
Backpack: Torso/Worn 2	Factor for Dungeoneer and Fighter
Satchel: Torso/Worn 1	
bottle of wine	
rope	
Lantern preserved	
sack small (2)	
Small Sack	

Large Sack	
Requires two hands to carry full or one space when empty	
Small Sack	

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 rest 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

Town

Lifestyle

Runners and Leads

Tavern: Hear Rumor (1), Drink (1), Hire Help (1-3)
Street: Fear! Roll on events table.
Stables: Recover (1), Hide out! (0)
Flophouse: Recover (1), +1 additional recovery
Im: Recover (2), +1-2 additional recovery
Hotel: Recover (3), +1-2 additional recovery

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: Hagggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)

Level Requirements and Benefits

Level	Fate	Person	Level Title and Benefit
1	0	0	Assassin: leather armor, no helmet or shield, sword, hand axe, dagger, bow, etc.
2	3	3	
3	7	6	
4	13	9	
5	19	12	
6	26	15	
7	32	18	
8	41	21	
9	51	25	
10	62	30	

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

Armor Rules

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.

Spell and Prayers

Spell and Prayer Mental Inventory Slots

Slot	First Circle	Second Circle	Third Circle	Fourth Circle	Fifth Circle
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

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:	Mem:	Spell Name:	Mem:	Spell Name:	Mem:
Spell Rules:		Spell Name:	Mem:	Spell Name:	Mem: