

Name:
Age:
Born:
Looks:
Rank:

Parents:
Senior Artisan:
Mentor:
Friend:
Enemy:

FANTASY GUARD

Belief
Playing a Belief earns a fate point

Goal
Accomplishing a Goal earns a persona point

Instinct
Playing an Instinct earns a fate point

Contacts

Gear

Traits

TRAIT NAME	TRAIT LEVEL	BENEFICIAL USES	CHECKS
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — May be used on each roll. ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — May be used on each roll. ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — May be used on each roll. ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — May be used on each roll. ○ Used this session	○○○○ ○○○○
	1 ○ + 1D per session 2 ○ + 1D per roll 3 ○ Reroll failed dice	○ Used this session — May be used on each roll. ○ Used this session	○○○○ ○○○○



Fate

One point allows you to reroll any 6s as new dice

Persona

Add one die per point spent or tap role

Conditions

ANGRY (Ob 2 Will) — -1 to disposition for any conflict that uses Will as its base.

SHAMEFUL (Ob 3 Will) — -1 to disposition for any conflict that uses Will as its base.

TIREd (Ob 3 Health) — -1 to disposition for all conflicts.

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

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

Earning Checks

- 1D to your ind. or vs. test
- +2D to opponent's vs. test
- Break versus test tie in opponent's favor

Spending Checks

- One test during Players' Turn
- Recovery check during GM's Turn
- Charge: temporarily elevate trait for remainder of session
- 2/4: Recharge trait

Abilities

Raw Abilities	Rating	Advancement	Special Abilities	Rating	Advancement
ROLE (Hero)	/	P:○○○○○○ F:○○○○○	RESOURCES	/	P:○○○○○○○○ F:○○○○○○○○
WILL	/	P:○○○○○ F:○○○○○	CIRCLES	/	P:○○○○○○○○ F:○○○○○○○○
HEALTH	/	P:○○○○○ F:○○○○○			



BASIC DICE RULES

- When testing, roll the number of dice listed with your ability or skill.
- Independent Tests: The player must roll 4s or better ("successes") equal to the obstacle.
- Versus Tests: The player must generate more successes than his opponent.
- I Am Wise: You may add +1D by incorporating one of your related wises or magic.
- Teamwork: Help from another player adds +1D

ROLE RULES

- Hero Role can be used for, *fighting monsters, saving innocents, come across clues.*
- Acting with your Role: Use Role in place of any relevant skill.
- Acting against Role: Use Role in place of any ability or skill, if test is failed, Role is taxed by the margin of failure.
- Tapping Role: You may spend a persona point to add your Role rank to any roll aside from Resources and Circles. If *outside* of your Role, the ability is automatically taxed by 1. If the roll is failed, Role is taxed by margin of failure.

Skills

Skill	Rating	Advancement	Skill	Rating	Advancement
FIGHTER	/	P:○○○○○ F:○○○○○	ORATOR	/	P:○○○○○ F:○○○○○
HEALER	/	P:○○○○○ F:○○○○○	DECEIVER	/	P:○○○○○ F:○○○○○
HUNTER	/	P:○○○○○ F:○○○○○	PERSUADER	/	P:○○○○○ F:○○○○○
PATHFINDER	/	P:○○○○○ F:○○○○○			
SCOUT	/	P:○○○○○ F:○○○○○			
THIEF	/	P:○○○○○ F:○○○○○			
ATHLETE	/	P:○○○○○ F:○○○○○			