

SAVANT





Recorb a Bonb with known characters at creation.
Recorb and change Bonbs as neebeb.

| A Gifted Keeper of Magics |
|--|
| he path to magical power is steep, but as a Savant you have dedicated yourself to unraveling the riddle of spellcraft. Relating knowledge gleaned from study, examining artifacts, and harnessing magics to aid your Fellowship; it's all in a day's work for a sage, enchanter, apothecary, fortuneteller, or wizard. |
| Concept: LIFELONG STUDENT finally KICKED OUT of the Tower |
| Background: (Choose any 1 at creation.) |
| Village Healer: All the ills of your folk (and sometimes their animals) were yours to assuage. [Fill Socially; fill Treat; fill 3 from Investigate, Mend, Network, Parley, or Wield.] |
| Tower Trained: Your studies were formal, long, and rigorous. [Fill Patiently; fill Investigate and Wield; fill 2 from Distract, Mend, Network, or Treat.] |
| Troupe Wizaro: You've traveled here, there, and everywhere displaying tricks and telling prophecies. [Fill Bravely or Quickly; fill Network; fill 3 from Aim, Brawl, Exert, Fight, or Wield.] |
| Curs: _male, mature, inquisitive, lost-in-thought, esearcher, student life |
| Species: (Fill Approaches & Techniques for your Species.) CYCLOPS |
| Adventurer Portrait of RHYS |
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Choose before setting out on a Quest.



Select Item Carbs or your Reputation or less.

- A weapon or an artifact;
- a ranged weapon or an artifact;
- a artifact;
- an armor, a shield, or a tool.

If the QM agrees, you may choose to forego one of these 4 picks and select an Item Card of the next Reputation.



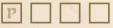
Select Spell Carbs or your Reputation or less.

Novices: 2 | Wanderers: 4 | Adventurers: 6 | Champions: 8

★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

















◆ MAX D8 TECHNIQUES

After marking a box, choose 1 technique & fill in the next die.

Arter rilling all or the boxes in a Reputation Level:

★★ Increase your ② or ② by 2, and the other by 1;

choose 1 Approach, fill in the next die.

Name: APPRENTICE Rhys the Frayed

Heart's Fire











Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.

BRAVELY

CLEVERLY

PATIENTLY

QUICKLY

SOCIALLY







D8



D10









D12







Assists

Shirt Up or Shirt Up and Reroll; or add 1 or a Green die to your Action Pool.



LION'S WILL

ITEM CARO











POWER CARD





SPELL CARD







Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.



















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BRAWL

CAST











































MEND











NETWORK

















RECALL









STEALTH









WIELD

TREAT















COMPANION





Recorb a Bonb with known characters at creation.
Recorb and change Bonbs as neebeb.

| A Silver-Tongued Agent |
|---|
| ou are a Companion, the face and voice of your Fellowship. Whether by birthright, study, or natural inclination, you get by on your graces where others would use force. Perhaps you are a knight, playwright, merchant, noble, or bard—whatever the case, you're invaluable on a Quest. |
| Concept: a BOLD BARD taking the world by STORM |
| Background: (Choose any 1 at creation.) |
| University Student: You were educated at a college of your choice. [Fill Cleverly; fill Recall; fill 3 from Cast, Exert, Investigate, Mend, or Treat.] Noble-Blooded: You've trained from youth for the duties of command. [Fill Bravely; fill Aim and Fight; fill 2 from Brawl, Cast, Exert, or Recall.] Professional: Your life has been spent surviving on your skills. [Fill Patiently or Quickly; fill Distract and Exert; fill 2 from Aim, Brawl, Fight, or Loot.] |
| CIIPS:female, young, talkative, tells-white-lies, alto, passionate |
| Species: (Fill Approaches & Techniques for your Species.) |
| Adventurer Portrait of UNORA |
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Gear Up

Choose before setting out on a Quest.



Select Item Carbs or your Reputation or less.

- · A weapon;
- · a shield or an artifact;
- a large weapon or a ranged weapon;
- · an armor or an artifact;
- · a tool.

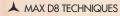
If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.

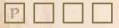
Select Power Caros 🐡 or your Reputation or less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

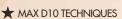
★ Reputation ★

Mark a box after each successful Quest.















◆ MAX D8 TECHNIQUES

Wanderer



After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

★★ Increase your ② or ② by 2, and the other by 1;

choose 1 Approach, fill in the next die.

Name: UNORA, Master of the 8-String

Heart's Fire









Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.





CLEVERLY

PATIENTLY

QUICKLY

SOCIALLY





D8





D10



D12















Assists

Shirt Up or Shirt Up and Reroll; or add 1 or a Green die to your Action Pool.



LION'S WILL

ITEM CARO









POWER CARD





SPELL CARD



Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.



















CAST



















EXERT

DISTRACT



















NETWORK

















RECALL

STEALTH









WIELD

TREAT

















DEFENDER

Sonds So

Record a Bond with known ch<mark>ar</mark>acters at creation.

Record and change Bonds as needed.

| An Unwavering Shield Against Danger |
|--|
| our lot in life is that of a Defender: the wall which protects your Fellowship. You keep Adversaries at bay, lead the way into darkness, and shoulder whatever burdens arise n your Quest. Do you call yourself a warrior, strongman, xplorer, guard, or officer? The answer matters little enough then your steel does the talking for you. |
| oncept: A WARRIOR of ACTION and |
| eeker of PERFECTION |
| Background: (Choose any 1 at creation.) |
| Squire: You were educated in arms by noble sponsors and have adopted their mannerisms along the way. [Fill Socially; fill Network and Parley; fill 2 from Cast, Mend, Recall, or Treat.] |
| Frontier Guaro: You've been in the hinterlands long enough to go just a little bit wild yourself. [Fill Patiently or Quickly; fill Aim and Stealth; fill 2 from Brawl, Distract, Mend, or Treat.] |
| War College Grabuate: You've studied how to defend the lands from trouble. [Fill Cleverly; fill Mend and Recall; fill 2 from Aim, Investigate, Network, or Parley.] |
| 1185: female, adult, firm-but-fair, head- |
| trong, stoic, reckless, loyal |
| Species: (Fill Approaches & Techniques for your Species.) |
| Adventurer Portrait of ASHEL |
| HODERITALES POLITICAL DI HOLE |
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| | Record and change bonds as needed. | |
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Select Item Carbs or your Reputation or less.

- A weapon;
- a shield;
- a large weapon or a ranged weapon;
- · an armor;
- · an artifact or a tool.

If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.

Select Power Caros 🐡 or your Reputation or less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

★ Reputation ★ Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

Novice

★ MAX D10 TECHNIQUES

Adventurer

◆ MAX D8 TECHNIQUES

Wanderer

Champion

After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

★★ Increase your ② or ② by 2, and the other by 1;

choose 1 Approach, fill in the next die.

Mame: ASHEL of Sakra

Heart's Fire









D10

Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.



BRAVELY

CLEVERLY

PATIENTLY





D6



D8



D12





QUICKLY

SOCIALLY









Assists

Shirt Up or Shirt Up and Reroll; or add 1 or a Green Die to your Action Pool.



LION'S WILL







ITEM CARO





POWER CARD





SPELL CARD







Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.





















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DISTRACT























FIGHT

















NETWORK

PARLEY

RECALL

















STEALTH









WIELD

TREAT













VAGABOND

Sonds So



Record a Bond with known characters at creation.
Record and change Bonds as needed.

| | Record and change bonds as needed. |
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Choose before setting out on a Quest.



Select Item Carbs or your Reputation or less.

- A weapon;
- · a large weapon, a shield, or a ranged weapon;
- an armor;
- · 2 from artifacts or tools.

If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.

Select Power Caros 🐡 or your Reputation or less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

★ Reputation ★

Mark a box after each successful Quest.

- ▲ MAX D8 TECHNIQUES
- - Novice
- **MAX D10 TECHNIQUES**
- Adventurer



◆ MAX D8 TECHNIQUES

Wanderer

- Champion
- After marking a box, choose 1 technique & fill in the next die.

Arter rilling all or the boxes in a Reputation Level:

- ★★ Increase your ② or ② by 2, and the other by 1;
- choose 1 Approach, fill in the next die.

Name: ETHORN the Shadowhoof

Heart's Fire









Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.



BRAVELY

CLEVERLY

PATIENTLY

QUICKLY







D8



D10

D12

















Shirt Up or Shirt Up and Reroll; or add 1 or a Green die to your Action Pool.



LION'S WILL







ITEM CARO









SPELL CARD



Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.





















CAST

DISTRACT



















LOOT

FIGHT

EXERT













NETWORK

























STEALTH















