

Fate

Luck	x1	x2	x3	x4
Smart	x1	x2	x3	x4

Defence

Constitution	x1	x2	x3	x4
Evasion	x1	x2	x3	x4

Offence

Melee	x1	x2	x3	x4
Ranged	x1	x2	x3	x4

Aspects

Education	x1	x2	x3	x4
Fellowship	x1	x2	x3	x4
Fitness	x1	x2	x3	x4
Observation	x1	x2	x3	x4
Resolve	x1	x2	x3	x4
Sneak	x1	x2	x3	x4

Profession: _____

Easy: x1 Common: x2
Hard: x3 Impossible: x4

Advantage(X): Roll X additional die using the best 2
Disadvantage(X): Roll X additional die using the worst 2

Name: _____

Self

Race: _____ Build: _____

Outlook: Optimistic / Pessimistic
Integrity: Conscientious / Unscrupulous
Boldness: Intrepid / Cautious
Agreeableness: Empathic / Cold
Interactivity: Engaging / Reserved
Conformity: Conventional / Heterodox

Motivation: _____

Faith: _____

Fears: _____

Hatreds: _____

Hobbies: _____

Noteworthy Features: _____

Health

Fresh	40+	Hexed	
Scratched	35+	Hungry	
Battered	30+	Thirsty	
Hurt	25+	Tired	
Dying	20+	Sick	
Dead	-	Smelly	

Status

Rank

Title
Experience

Hexed: Disadvantage (1) to Luck (blessed)
Hungry: No recovery roll (eat)
Thirsty: No recovery roll (drink)
Tired: No recovery roll (sleep)
Sick: 20+/phase, on failure decrease health, on success end sickness
Smelly: Disadvantage (1) with highborn (bathe)

Candles: Light 1 for 4 phases
Torches: Light 2 for 2 phases
Lantern: Light 3 for 3 phases (uses oil)
Campfire: Light 8 for 1 phases (uses fuel)

Inventory

Head	Backpack / Satchel	Large Sack
Worn	Backpack / Satchel	Sack
Neck	Backpack / Satchel	Sack
Worn	Backpack / Satchel	Sack
Hands	Backpack	Sack
Worn	Backpack	Sack
Worn	Backpack	Sack
Carried	Belt	Torso
Carried	Pouch	Worn
Feet	Weapon	Worn
Worn	Skin	Worn
Pouch	Small Sack	Small Sack
Bandolier	Sack	Sack
Worn	Sack	Sack

Storage

Containers

Backpack	torso/worn 2
Bandolier	torso/worn 1
Bottle	pack 2
Jug	pack 3
Pouch, belt	worn/default slot
Quiver	torso/worn 1 or belt/weapon
Sack, large	hands/carried 2 or pack 1
Sack, small (2)	hands/carried 1 or pack 1
Satchel	torso/worn 1
Waterskin/wineskin	belt/default slot

Food and Water

Rations (Fresh)	pack 1
Rations (Preserved)	pack 1
Water/Wine	skin/bottle/jug 1

Light Sources

Candles (4)	hand/carried 1 or pack 1
Lantern	hand/carried 1 or pack 2
Torches (4)	hand/carried 1 or pack 1

Armour

Helmet	head/worn 1 or pack 1
Armour	torso/worn 1 or pack 2
Shield	hand/carried 1 or torso/worn 1

Equipment

Book	hand/carried 1 or pack
Chalk/Charcoal (10)	hand/carried 1 or pack 1
Compass	default slot
Flask of oil (2)	hand/carried 1 or pack 1
First Aid Kit	pack 1
Grappling hook	hand/carried 1 or pack 2
Hammer	hand/carried 1 or pack 1
Holy Water (2)	hand/carried 1 or pack 1
Iron spikes (6)	pack 1
Pole, 10'	hand/carried 2
Rope 30'	torso/worn 1 or pack 2
Shovel	hand/carried 1 or pack 1
Swag	pack 1
Thieves' tools	pack 1
Tinderbox	pack 1

Weapons

Light 1 Handed	any 1 (excluding skin)
1 Handed	belt/weapon or hand/carried 1 or pack 1
1 1/2 Handed	hand/carried 1 or pack 2
2 Handed	hand/carried 2 or pack 2

Clothing

Clothes	torso/worn 1 or pack 1
Shoes	feet/worn 1 or pack 1

Weapons

	Soak/Hit	Evade/Wound
Light 1 handed	x1	x4
1 handed	x2	x3
1 1/2 handed	x3	x2
2 handed	x4	x1

Containers

Backpack	6	Quiver	2
Bandolier	1	Sack, large	6
Bottle	2	Sack, small	2
Jug	3	Satchel	3
Belt	1	Waterskin	1

League of Boot and Trail

Rank	Kit	Exp
Tenderfoot	0/0/04	-
Toddler	0/0/3/8	1000
Bootstrap	0/2/6/12	2000
Trailblazer	1/4/9/16	3000
Strider	2/6/12/20	5000
Pathfinder	3/8/15/24	8000
Worldwalker	4/10/18/28	13000
Wanderer	5/12/21/32	21000

Missions and Task

Simple	250	0 Dice
Routine	500	2 Dice
Hard	1000	4 Dice
Epic	2000	6 Dice

Mount

Saddlebag

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Armour

	Evasion	Soak
None	-	dis
Light	adv	-
Medium	-	adv
Helmet	Reroll 1's to soak	

Combat Style

	Hit	Wound
Dual wield	adv	-
Two handed	-	adv
Fire	-	adv
Shield gives advantage(I) to evade		