

# Equipment

Item

Scarcity Die

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		

Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name \_\_\_\_\_ Level \_\_\_\_\_  
 Class \_\_\_\_\_ XP \_\_\_\_\_




## Ability Scores

	SCORE	MOD	SAVE
cha	<input type="text"/>	<input type="text"/>	<input type="text"/>
con	<input type="text"/>	<input type="text"/>	<input type="text"/>
dex	<input type="text"/>	<input type="text"/>	<input type="text"/>
int	<input type="text"/>	<input type="text"/>	<input type="text"/>
str	<input type="text"/>	<input type="text"/>	<input type="text"/>
wis	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Skills

ARCANA	<input type="text"/>
CLIMBING	<input type="text"/>
FIRST AID	<input type="text"/>
LITERACY	<input type="text"/>
SEAMANSHIP	<input type="text"/>
SEARCH	<input type="text"/>
SLEIGHT OF HAND	<input type="text"/>
STEALTH	<input type="text"/>
SURVIVAL	<input type="text"/>
TINKERING	<input type="text"/>

## Combat

Initiative	Armor Class	Hit Points	Attack Bonus		
id10 + <input type="text"/>		TOTAL <input type="text"/> CURRENT <input type="text"/>	BASE <input type="text"/>	MELEE <input type="text"/>	RANGED <input type="text"/>
Weapon		Damage	Notes		
Armor		Modifier	Notes		

## Basic Rules

Check	1d6 + mod, 6+ succeeds	Save	1d10 + save mod, 10+ succeeds
Attack	1d20 + attack bonus, meet or exceed target's Armor Class to succeed		

## Retainers

Name \_\_\_\_\_ Name \_\_\_\_\_  
 Type \_\_\_\_\_ Type \_\_\_\_\_  
 Wage \_\_\_\_\_ PER SESSION Wage \_\_\_\_\_ PER SESSION

Hit Points		TOTAL / CURRENT	Armor Class	
[ ] / [ ]		[ ] / [ ]	[ ]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

Hit Points		TOTAL / CURRENT	Armor Class	
[ ] / [ ]		[ ] / [ ]	[ ]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

Name \_\_\_\_\_ Name \_\_\_\_\_  
 Type \_\_\_\_\_ Type \_\_\_\_\_  
 Wage \_\_\_\_\_ PER SESSION Wage \_\_\_\_\_ PER SESSION

Hit Points		TOTAL / CURRENT	Armor Class	
[ ] / [ ]		[ ] / [ ]	[ ]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

Hit Points		TOTAL / CURRENT	Armor Class	
[ ] / [ ]		[ ] / [ ]	[ ]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

TOTAL WAGES DUE EACH SESSION [ ] NAME OF HEIR [ ]

## Notes, Maps & Miscellanea



DEAD SIBLINGS	LANGUAGES AND LITERACY
---------------	------------------------

IN EACH COMBAT ROUND, EACH COMBATANT GETS  
**1 Movement action + 1 Combat action**

AIM	ATTACK
DROP PRONE	BLOOD MAGIC
HOLD ACTION	DISENGAGE
MOVE	DRAW WEAPON
STAND UP	RUN (ONLY IF MOVED)
	PICK UP OBJECT
	THROW OBJECT

### Overland movement rates

THESE MOVEMENT RATES ASSUME THE REFEREE IS USING 2-MILE HEXES

Terrain	miles/ watch	miles/ day	hexes/ watch	hexes/ day
MAINTAINED ROADS (FULL SPEED)	8	24	4	12
WILDERNESS TRAILS (3/4)	6	18	3	9
HILLS, FORESTS, DESERTS, ETC. (1/2)	4	12	2	6
JUNGLES, SWAMPS, MTNS, ETC. (1/4)	2	6	1	3