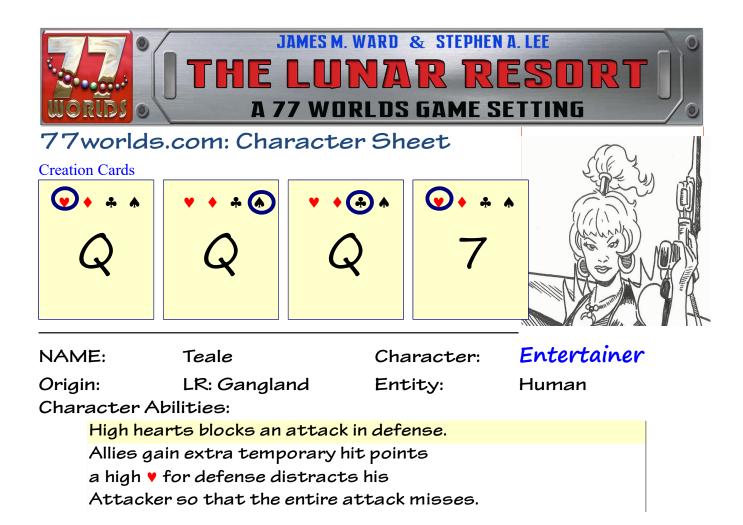


		Advancement Table					
Character Rank	Quest Completed	Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest		
		0 to 2	1	1	1,2, and 3		
1		3 to 8	2	2	5, 7, and 9		
•	•	9 to 17	3	3	12, 15, and 18		
		18 to 29	4	4	22, 26, and 30		
		30 to 34	5	5	None		
		35	Patron	7	35		

	Equipment	Location: (Easy to Reach on belts or bandoleers?)
1)	Bag of sand	
2)	Torch	
3)	Rope	
4)	Candles	
5)	Spike	
6)	Sack	
7)	small flask of Cayenne	Cayenne helps digestion, muscle movement, and stops bleeding

Adventurer Attack & Defense Sheet

Creation Ca	rds								Attacki	ng
• • •		• * •	•	•••	F 🛧	• (•		Current I # of card	Rank s to Draw
K		J		1(2		8		1	
Entertainer Points Special Equipment / Ability								ilitv		
		000 0000			lte	m / Abi		Charges	Regen	Effect
Current	<u>00</u>	000 0000	00 (00000						
Health	<u>00</u>	000 0000	00 (00000						
19	<u>00</u>	000 0000	00 (00000						
19	<u>00</u>	<u>00</u> 0 0000	00 (00000						
	00	000 0000	00 (00000						
Shield(s)):				<u>Spe</u>	<u>cial l</u>	<u> Defen</u>	se At	tribut	es
3		0 00000 0 0 00000 0			91: 92:	Lar	ge Sh	iield (3	5)	
Armor :					A1:	Pla	tema	il (10)		
10		<u>00000</u> 00 00000 00			A2: A3:					
Suite		Statistic	Trait	/Skill	Attacking	g	Damag	e Done	Defendir	g
🔻 Heart		Constitution	Heal	th	Solid St	rike	HP & A	-	Fail	
Diame	ond	Intelligence			Glancing	g Hit	Hit Poi		Fail	
+ Club	-	Dexterity	Agili	-	Miss		Miss		Fail	
▲ Spade NOTE:	e	Strength A Solid Strike w			Miss rmor if a s	Spade	Miss is not dra		Dodge/D ense	efiect
		Range/		eart	Dian	-		Spec		
Weapon		Туре	D	amage	Dan	1age		•	ibute	5
Mace		2ft	10	0		5		None		
Dagger		2ft	4			1		None		
Javelin		10 yards	6			3				

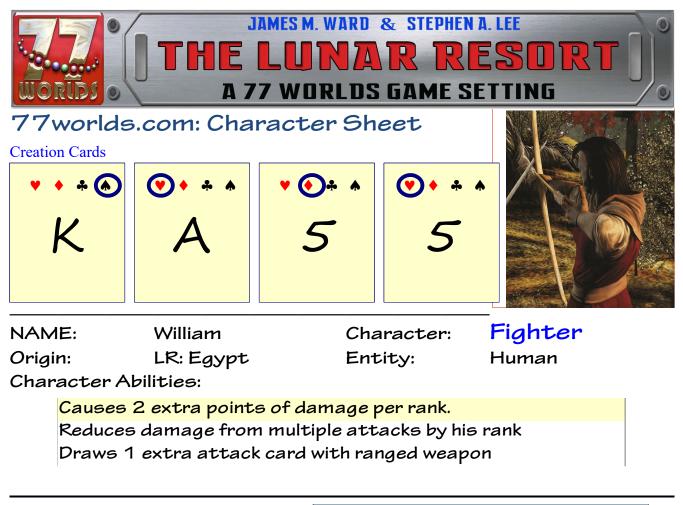


		Advancement Table					
Character Rank	Quest Completed	Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest		
		0 to 2	1	1	1,2, and 3		
1	1	3 to 8	2	2	5, 7, and 9		
•	•	9 to 17	3	3	12, 15, and 18		
		18 to 29	4	4	22, 26, and 30		
		30 to 34	5	5	None		
		35	Patron	7	35		

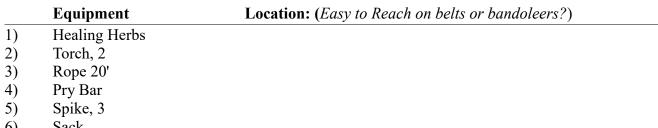
	Equipment	Location: (Easy to Reach on belts or bandoleers?)
1)	Musial Instrument	
2)	Flashlight	
3)	25' cord (350 lb cap)	
4)	Fluid Lighter	
5)	Ice Pick	
6)	Sack	
7)	small flask of Cayenne	Cayenne helps digestion, muscle movement, and stops bleeding

Entertainer Attack & Defense Sheet

Crea	ation Car	ds ♠	* * * (•	• •		Attackin Current I # of card	<u> </u>
	Q		Q	Q		7		1	
En	Entertainer Points Special Equipment / Ability								ilitv
			000 0000			Ability	Charges	Regen	Effect
	rrent alth	00	000 0000 000 0000	00000 00					
	9	00	<u>00</u> 0 0000 000 0000 000 0000	00000 00					
	ield(s) mor :	00 00	0 00000 (0 00000 (<u>00000 00</u>	00000	91: 92:	al Defer ⁻ urs (3)	ise At	<u>tribut</u>	2 <u>e5</u>
	3		00000 00		A3:				
	Suite Verter Heart Diamo Club Spade NOTE:			Trait/Skill Health Technology Agility Endurance ill also damage A	-	HP & A it Hit Poi Miss Miss ade is not dra	nts		
We	apon		Range/ Type	Heart Damage	Diamo Dama		Spec Attr	ibute:	3
	:/Sap		2ft	6	4		None		
Kni Rev	te volver		2ft 40 yards	8 13	5 8		None up to	3 shot	s per turn



		Advancement Table				
Character Rank	Quest Completed	Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest	
		0 to 2	1	1	1,2, and 3	
1	1	3 to 8	2	2	5, 7, and 9	
•	•	9 to 17	3	3	12, 15, and 18	
		18 to 29	4	4	22, 26, and 30	
		30 to 34	5	5	None	
		35	Patron	7	35	

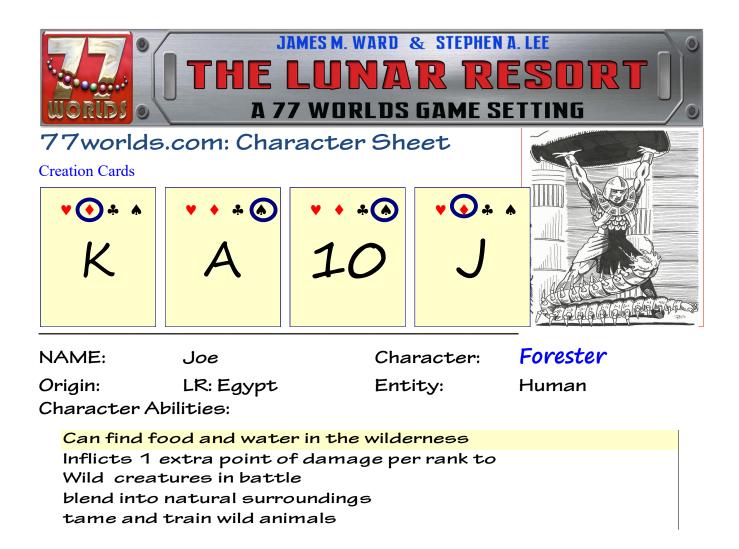


- 6) Sack
- 7) small flask of Cayenne

Cayenne helps digestion, muscle movement, and stops bleeding

Fighter Attack & Defense Sheet

Cre	ation Cards	• *	* • •	* *	• * *	Attacki Current # of card		
	K	A	5		5	1		
En	Entertainer Points Special Equipment / Ability							
		0000 0000		Item / Ab		nrges Regen	Effect	
Cu	rrent <u>O</u>	0000 0000	00 00000					
He	alth <u>O</u>	0000 0000	00 00000					
	16 <u>O</u>	0000 0000	00 00000					
	<u>0</u>	0000 0000	00 00000					
		0000 0000	00 00000					
Sh	ield(s) :			•		Attribut	ces	
	- イー	<u>00</u> 00000 00 00000		51: Lar 52:	rge Shield	d (3)		
Ar	mor:			A1: Lea	ather Su	ite (3)		
	J –	<u>0000</u> 00 00 000000 00		A2: A3:				
	Suite	Statistic	Trait/Skill	Attacking	Damage Do	one Defendir	ng	
	♥ Heart	Constitution	Health	Solid Strike	HP & Armo	r Fail		
	 Diamond 	5	Technology	Glancing Hit	Hit Points			
	Club	Dexterity	Agility	Miss	Miss	Fail De dere (D	- fl1	
	▲ Spade NOTE:	Strength A Solid Strike	Endurance will also damage A	Miss Armor if a Spade	Miss is not drawn ir	Dodge/D	eflect	
		Range/	U U	Diamon		pecial		
We	apon	Туре	Damage	e Damage		ttribute	9	
Spe	ear	6ft	6	2	N	one		
Dag	gger	2ft	4	1	N	one		
Bov	N	20yd	7	2	up to fo	our arrows	per turn	

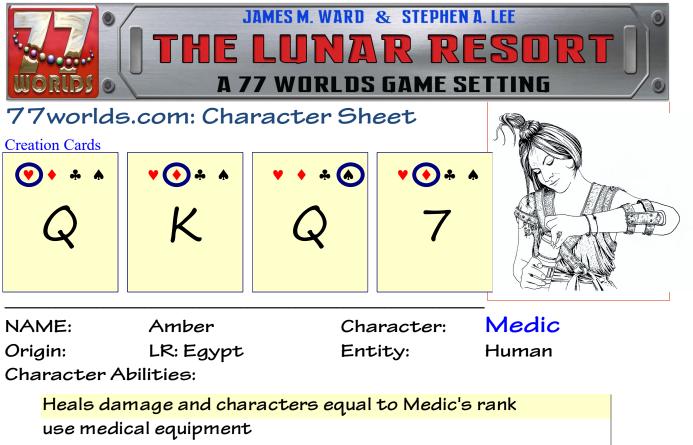


		Advancement Table				
Character Rank	Quest Completed	Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest	
		0 to 2	1	1	1,2, and 3	
1		3 to 8	2	2	5, 7, and 9	
•	•	9 to 17	3	3	12, 15, and 18	
		18 to 29	4	4	22, 26, and 30	
		30 to 34	5	5	None	
		35	Patron	7	35	

	Equipment	Location: (Easy to Reach on belts or bandoleers?)
1)	Healing Herbs	
2)	Torch, 2	
3)	Rope 20'	
4)	Snare, 2	
5)	Spike, 2	
6)	Sack	
7)	small flask of Cayenne	Cayenne helps digestion, muscle movement, and stops bleeding

Forester Attack & Defense Sheet

Creation	Cards						Attacki	ng
• •	* 🔿	() * * ()	× 🗸 🗸	* * (• * •		Current F # of cards	Rank s to Draw
	•	٨	× ▼⊙	-	_			
K		A	5		5		1	
Entert	Entertainer Points Special Equipment / Ability							
		000 0000		Item / .	Ability	Charges	Regen	Effect
	00	000 0000	00 00000					
_								
Curren			00000 00					
Health			00000					
15	<u>00</u>	<u>000</u> 0000	00 00000					
	00	000 0000	00 00000					
	00	000 0000	00000 00					
Shield(່ອ) :			<u>Specia</u>	al Defens	e At	tribut	les
	<u>00</u>	<u>0</u> 00000 0	00000	S1:				
	00	0 00000	00000	S2:				
Armor	:			A1: R	ing mail	(6)		
6	<u>00</u>	<u>0000</u> 0 0C	00000	A2:				
U	00	00000 00	00000	A3:				
Suite		Statistic	Trait/Skill	Attacking	Damage	Done	<mark>Defendin</mark>	g
♥ He		Constitution	Health	Solid Strike		-	Fail	
	mond	Intelligence	Technology	Glancing Hi			Fail	
♣ Clu		Dexterity	Agility	Miss	Miss		Fail	. () (
A Spa		Strength A Solid Strike w	Endurance /ill also damage A	Miss Armor if a Spa	Miss de is not draw		Dodge/Dense	efiect
		Range/	Heart	Diamo		Spec		
Weapo	n	Туре	Damage	Damaç	ge	•	ibute	9
Javelin		10 yards	6	3		None		
Dagger		2ft	4	1		None		
Bow		20 yards	7	2	up to	four a	irrows	per turn



Develops antidotes for poisons, Medical Herbs

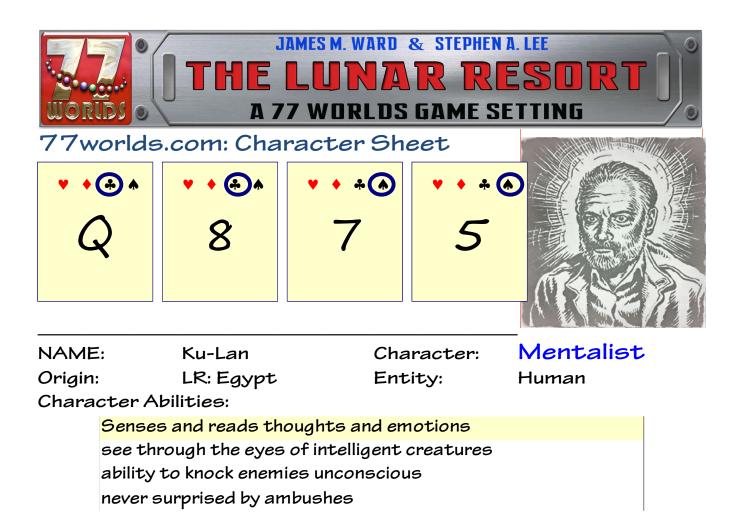
Develops cures for diseases

		Advancement Table					
Character Rank	Quest Completed	Quest Completed	Character Rank	Cards Drawn	Gain Hit points on Completing Quest		
		0 to 2	1	1	1,2, and 3		
1	1	3 to 8	2	2	5, 7, and 9		
•	•	9 to 17	3	3	12, 15, and 18		
		18 to 29	4	4	22, 26, and 30		
		30 to 34	5	5	None		
		35	Patron	7	35		

	Equipment	Location: (Easy to Reach on belts or bandoleers?)
1)	Healing Herbs	
2)	Flint	
3)	Rope 20'	
4)	Needle and Cat gut	
5)	Small Pry Bar	
6)	Sack	
7)	small flask of Cayenne	Cayenne helps digestion, muscle movement, and stops bleeding

Medic Attack & Defense Sheet

Creation Cards		•⊙* 4 K	• • •	* 🕢	▼⊙ * 4		Attackin Current R # of cards	ank	
Q	Q K		G		7		1		
Enterta	iner	Points		S	Special Eq	uipme	nt/Abi	litv	
	00	000 0000	00000 00		/ Ability	Charges	Regen	Effect	
	00	000 0000	00000 00						
Current	<u>00</u>	000 0000	00000 00						
Health	<u>00</u>	000 0000	00000 00						
40	<u>00</u>	000 0000	00000 00						
16	00	000 0000	00 00000						
		000 0000							
Shield(s				-	al Defen	se At [.]	tribut	es	
•	•	0 00000	00000	<u> </u>	S1:				
		0 00000		S2:					
Armor :				A1: Leather(5)					
F	00	000000000	00000	A2:	•	•			
5		000000000		A3:					
Suite		Statistic	Trait/Skill	Attacking	Damag	e Done	Defendin	a	
• Hear	t	Constitution	Health	Solid Strik			Fail	<u> </u>	
🔶 Diam	ond	Intelligence	Technology	Glancing H	lit Hit Poir	nts	Fail		
🐥 Club		Dexterity	Agility	Miss	Miss		Fail		
🔺 Spad	e	Strength	Endurance	Miss	Miss		Dodge/De	eflect	
NOTE:			ill also damage A						
		Range/	Heart	Diamo		Spec			
Weapon		Туре	Damage	: Dama	ige	Attr	ibutes	5	
Dagger		2ft	4	1		None			
Bow		20 yards	7	2	up to	o four a	irrows	per turn	



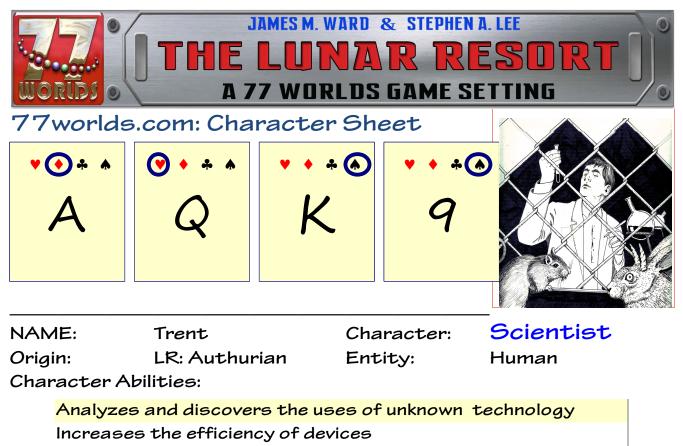
Character Rank			Advancement Table					
		Quest Completed	Quest Completed	Character Cards Rank Drawn		Gain Hit points on Completing Quest		
			0 to 2	1	1	1,2, and 3		
	1	1	3 to 8	2	2	5, 7, and 9		
	•	•	9 to 17	3	3	12, 15, and 18		
			18 to 29	4	4	22, 26, and 30		
			30 to 34	5	5	None		
			35	Patron	7	35		

	Equipment	Location: (Easy to Reach on belts or bandoleers?)
1)	robe with many pockets	
2)	Flint	
3)	Rope 20'	
4)	torch, two	
5)	flask of oil	

- 5) flask of oil
- 6)
- 7)

Mentalist Attack & Defense Sheet

Cre	ation Car	ds								Attacki	ıg	
	• •	♠	• • 🏵	•	♥ ♦ 4	•	¥	• • (N	Current Rank # of cards to Draw		
	Q		8		7			5		1		
En	Entertainer Points						Spec	cial Eo	uipme	nt/Abi	litv	
		00	000 0000	00 0	00000	lte	m / Abil	-	Charges	Regen	Effect	
		00	000 0000	00	00000							
Cu	rrent	00	000 0000	00	00000							
	alth		000 0000									
			<u>000</u> 0000									
	17		<u>000</u> 0000									
Gla			000 0000		00000	Grad		7-6		بر ای ا		
Sn	ield(s)		0.00000	000		•		Jeren	se At	Lribut	<u>,85</u>	
			0 00000			S1:						
		00	0 00000	OOC	000	52:						
Ar	mor:	~ ~				A1:						
	2		00000 00			A2:						
		00	00000 00	000	000	A3:						
	Suite		Statistic	Trait	t/Skill	<mark>Attackin</mark>	g	Damag	e Done	<mark>Defendin</mark>	g	
	🕈 Heart		Constitution	Heal	lth	Solid St	rike	HP & A	rmor	Fail		
	Diamo	ond	Intelligence	Tech	nnology	Glancing	g Hit	Hit Poi	nts	Fail		
	Club		Dexterity	Agili	-	Miss		Miss		Fail		
	Spade NOTE:	9	Strength			Miss	Spada i	Miss		Dodge/D	eflect	
	NUTE.		A Solid Strike v Range/		leart		nond		Spec			
We	eapon		Туре		amage		nage		•	ibutes	a	
	apon		1370		anage	L'all				12 4 203	•	
Dag	gger		2ft	4			1			None		
Spe			6ft	6			2			None		



Trains others to use devices and technology

use all equipment

		Advancement Table						
Character Rank	Quest Completed	Quest Completed			Gain Hit points on Completing Quest			
		0 to 2	1	1	1,2, and 3			
1	1	3 to 8	2	2	5, 7, and 9			
•	•	9 to 17	3	3	12, 15, and 18			
		18 to 29	4	4	22, 26, and 30			
		30 to 34	5	5	None			
		35	Patron	7	35			

Location: (*Easy to Reach on belts or bandoleers?*)

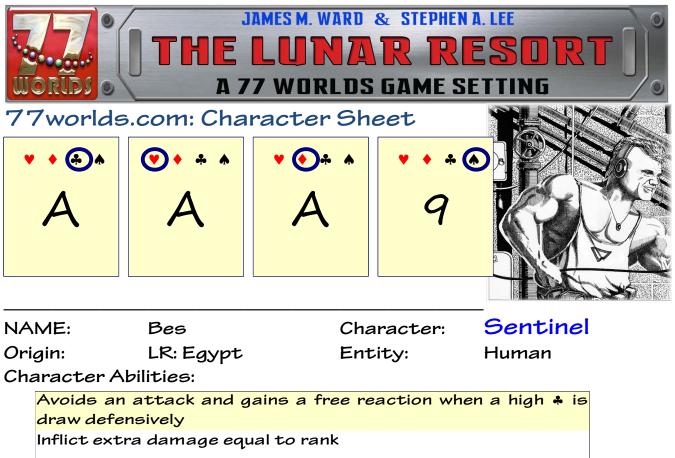
	1 1
1)	robe with many pockets

Equipment

- 2) Flint
- 3) Rope 20'
- 4) torch, two
- 5) flask of oil
- 6) Iron Gauntlet
- 7)

Scientist Attack & Defense Sheet

Cre	eation Car	rds								Attacki	ng
	* 🔶 *	^	• •	•	* * -	• 🕢			Ð	Current Rank # of cards to Drav	
	A		Q		K	•		9		1	
Entertainer Points Special Equipment / Ab								nt/Ab	ilitv		
		00	000 0000	Ю	00000	Ite	m / Abi		Charges	Regen	Effect
		00	000 0000	00	00000			-	-	_	
		00			00000						
Cu	irrent	00	000 0000	00	00000						
He	alth	00	000 0000	0	00000						
			000 0000								
	11	_	000 0000								
G	00000 00000 00000 Shield(s): Special Defense Attributes										
Sr	nield(s)		0 00000		000	•	Ciall	Jeter	SE AL	uridut	25
			0 00000			51:					
		00	0 00000	500	000	52:					
Ar	mor:	~ ~		~ ~		A1:					
	2		00000 00			A2:					
		00	00000 00	OC	0000	A3:					
	Suite Suite		Statistic	Tra	it/Skill	Attackin	g	Damag	e Done	<mark>Defendin</mark>	g
	🔻 Heart		Constitution	Hea	alth	Solid St	rike	HP & A	rmor	Fail	
	 Diamo 	ond	Intelligence	Тес	hnology	Glancin	g Hit	Hit Poi	nts	Fail	
	Club		Dexterity	Agi	lity	Miss		Miss		Fail	
	Spade	9	Strength			Miss	0	Miss		Dodge/D	eflect
	NOTE:		A Solid Strike w		so damage A Jeart		Spade I nonc				
\ \			Range/						Spec	ibute:	~
vve	eapon		Туре	L	Damage	Van	nage		Πυμ	DULES	9
Da	gger, Lo	ng	2ft	5	5		3			None	
	e Bomb	~	15 yards	1	12	0 None					
				-	-		-				



Feats of Strength succeed with 🏶 or 🛦

		Advancement Table					
Character Rank	Quest Completed	Quest Completed	Character Rank				
		0 to 2	1	1	1,2, and 3		
1		3 to 8	2	2	5, 7, and 9		
•	•	9 to 17	3	3	12, 15, and 18		
		18 to 29	4	4	22, 26, and 30		
		30 to 34	5	5	None		
		35	Patron	7	35		

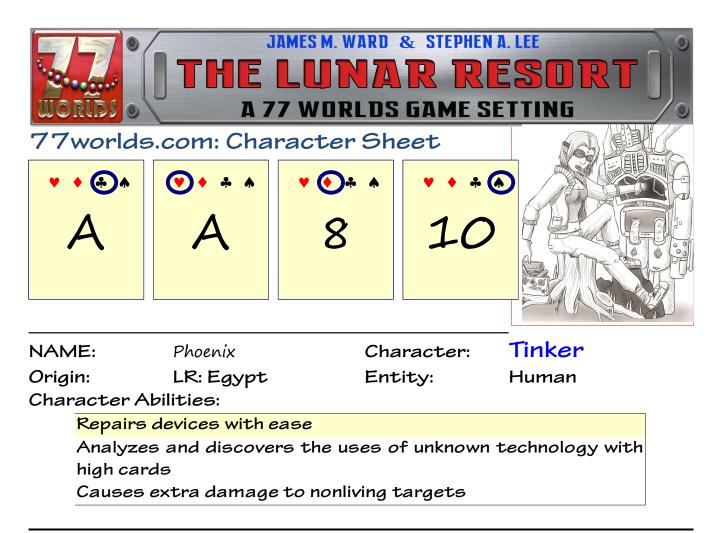
Equipment

Location: (Easy to Reach on belts or bandoleers?)

- 1) sack
- 2) Flint
- 3) Rope 20'
- 4) torch, two
- 5) flask of oil
- 6) leather bracers
- 7) healing herbs

Sentinel Attack & Defense Sheet

Cre	ation Cards					_	Attacki	ng	
	• •	• * *	▼ ⊙• ∧	۶ ♠ ♥	• * 🔥		Current Rank # of cards to Dr		
	A	A	A		9		1		
En	tertainer	Points		Spe	ecial Equ	ipme	nt/Ab	ilitv	
		0000 0000		Item / At		harges	Regen	Effect	
Cu	rrent <u>OC</u>	0000 0000	0 00000						
He	alth <u>OC</u>	0000 0000	0 00000						
	19 <u>OC</u>	0000 0000	0 00000						
	<u>00</u>	<u>)00</u> 0 0000	0 00000						
	00000 00000 00000								
Sh	ield(s) :			<u>Special</u>	Defens	e At	tribut	ces	
	00	00 00000 0	00000	S1:					
	00	00 00000 0	00000	52:					
Ar	mor:			A1:					
	2	000000 000		A2:					
	00	000000 000	00000	A3:					
	Suite	Statistic	Trait/Skill	Attacking	Damage	Done	<mark>Defendir</mark>	g	
	♥ Heart		Health	Solid Strike	HP & Arm		Fail		
	 Diamond Chalt 		Technology	Glancing Hit	Hit Points		Fail		
	Club	-	• •	Miss	Miss		Fail		
	▲ Spade NOTE:	Strength A Solid Strike wil	Endurance Il also damage A	Miss Armor if a Spade	Miss e is not drawr		Dodge/D ense	efiect	
		Range/	Heart	Diamon		Spec			
We	eapon	Туре	Damage	Damage	е ,	Attr	ibute	6	
Ma	ce	2ft	10	5		None			
Day	gger	2ft	4	1		None			
Boy	N	20yd	7	2	Can n	ot be	used n	vith shield	
Fire	e Jar	10yd	8	0	Area c	of Affe	ect We	apon	



		Advancement Table					
Character Rank	Quest Completed	Quest Completed					
		0 to 2	1	1	1,2, and 3		
1	1	3 to 8	2	2	5, 7, and 9		
•	•	9 to 17	3	3	12, 15, and 18		
		18 to 29	4	4	22, 26, and 30		
		30 to 34	5	5	None		
		35	Patron	7	35		

Equipment

Location: (*Easy to Reach on belts or bandoleers?*)

- 1) robe, many pockets
- 2) matches
- 3) Rope 20'
- 4) torch, two
- 5) flask of oil
- 6) wooden box with parts
- 7) healing herbs

Tinker Attack & Defense Sheet

Cre	eation Cards	• * *	• •	• •	• * (*		Attacking Current Rank # of cards to Dra	
	A	A	8		10		1	
En	tertainer	Points		Spe	cial Equ	ipme	nt/Abi	litv
			Item / Ab		charges	Regen	Effect	
Cu	rrent <u>OC</u>	0000 00000	00000					
He	alth <u>OC</u>	0000 0000	00000					
	13 <u>OC</u>	<u>00</u> 00 00000	00000					
	00	0000 0000	00000					
	OC	0000 0000	00000					
Sh	ield(s) :			<u>Special</u>	Defens	e At	tribut	65
	OC	0 00000 00	0000	S1:				
	OC	0 00000 00	0000	S2:				
Ar	mor:			A1: Leather Suite (5)				
	D	000000 000		A2:				
	OC	000000 000	0000	A3:				
	Suite	Statistic T	rait/Skill	Attacking	Damage	Done	<mark>Defendin</mark>	g
	♥ Heart	-	ealth	Solid Strike	HP & Arm		Fail	
	 Diamond Club 		echnology	Glancing Hit	Hit Points		Fail	
	♣ Club ▲ Spade	-	gility ndurance	Miss Miss	Miss Miss		Fail Dodgo/D	floot
	NOTE:	A Solid Strike will					Dodge/De nse	eneci
		Range/	Heart	Diamona		Spec		
We	eapon	Туре	Damage	Damage		Attributes		
Kh	opish	Зft	9	3		None		
Arı	ny Knife	2ft	8	5	None			
Bo	•	20yd	7	2	Can n	ot be	used w	ith shield
Fire	e Jar	10yd	8	0	Area d	of Affe	ect Wea	ipon