



Gear Up

Choose before setting out on a Quest.

Select Item Cards 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 Cards or your Reputation or Less.

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

★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

Novice

★ MAX D8 TECHNIQUES

Wanderer

★ MAX D10 TECHNIQUES

Adventurer

★

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

Name: _____

Heart's Fire MAX CURRENT

Grit MAX CURRENT

Lion's Will EXPENDED

Approaches

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

	D4	D6	D8	D10	D12
BRAVELY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLEVERLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PATIENTLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
QUICKLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOCIALLY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Assists

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

LION'S WILL	<input type="checkbox"/> OR <input type="checkbox"/> +
ITEM CARD	<input type="checkbox"/>
POWER CARD	<input type="checkbox"/>
SPELL CARD	<input type="checkbox"/>
SUPPORT	<input type="checkbox"/>

Techniques

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

	D4	D6	D8	D10	D12
AIM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BRAWL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISTRACT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXERT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOOT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MEND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NETWORK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARLEY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RECALL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>





COMPANION

A Silver-Tongued Agent

You 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: _____

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*.]

Cues: _____

Species:

(Fill Approaches & Techniques for your Species.)

Adventurer Portrait of

Bonds

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

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

Quest Journal





Gear Up

Choose before setting out on a Quest.

Select Item Cards of 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 Cards of 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 D8 TECHNIQUES

Wanderer

★ MAX D10 TECHNIQUES

Adventurer

★

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

Name: _____

Heart's Fire



MAX
 CURRENT

Grit



MAX
 CURRENT

Lion's Will



EXPENDED

Approaches

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

	D4	D6	D8	D10	D12
BRAVELY					
CLEVERLY					
PATIENTLY					
QUICKLY					
SOCIALLY					

Assists

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

LION'S WILL	or +
ITEM CARD	
POWER CARD	
SPELL CARD	
SUPPORT	

Techniques

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

	D4	D6	D8	D10	D12
AIM					
BRAWL					
CAST					
DISTRACT					
EXERT					
FIGHT					
INVESTIGATE					
LOOT					
MEND					
NETWORK					
PARLEY					
RECALL					
STEALTH					
TREAT					
WIELD					





DEFENDER

An Unwavering Shield Against Danger

Your 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 on your Quest. Do you call yourself a warrior, strongman, explorer, guard, or officer? The answer matters little enough when your steel does the talking for you.

Concept: _____

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 Guard:** 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 Graduate:** You've studied how to defend the lands from trouble. [Fill *Cleverly*; fill *Mend* and *Recall*; fill 2 from *Aim*, *Investigate*, *Network*, or *Parley*.]

Cues: _____

Species:

(Fill Approaches & Techniques for your Species.)

Adventurer Portrait of



Bonds

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

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

Quest Journal





Gear Up

Choose before setting out on a Quest.

Select Item Cards 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 Cards 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 D8 TECHNIQUES

Wanderer

★ MAX D10 TECHNIQUES

Adventurer

★

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

Name: _____

Heart's Fire MAX CURRENT

Grit MAX CURRENT

Lion's Will EXPENDED

Approaches

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

	D4	D6	D8	D10	D12
BRAVELY					
CLEVERLY					
PATIENTLY					
QUICKLY					
SOCIALLY					

Assists

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

LION'S WILL		OR		+	
ITEM CARD					
POWER CARD					
SPELL CARD					
SUPPORT					

Techniques

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

	D4	D6	D8	D10	D12
AIM					
BRAWL					
CAST					
DISTRACT					
EXERT					
FIGHT					
INVESTIGATE					
LOOT					
MEND					
NETWORK					
PARLEY					
RECALL					
STEALTH					
TREAT					
WIELD					





Gear Up

Choose before setting out on a Quest.

Select Item Cards of 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 Cards of 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 D8 TECHNIQUES

Wanderer

★ MAX D10 TECHNIQUES

Adventurer

★

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

Name: _____

Heart's Fire MAX CURRENT

Grit MAX CURRENT

Lion's Will EXPENDED

Approaches

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

	D4	D6	D8	D10	D12
BRAVELY					
CLEVERLY					
PATIENTLY					
QUICKLY					
SOCIALLY					

Assists

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

LION'S WILL OR +

ITEM CARD

POWER CARD

SPELL CARD

SUPPORT

Techniques

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

	D4	D6	D8	D10	D12
AIM					
BRAWL					
CAST					
DISTRACT					
EXERT					
FIGHT					
INVESTIGATE					
LOOT					
MEND					
NETWORK					
PARLEY					
RECALL					
STEALTH					
TREAT					
WIELD					





WARDEN

An Implacable Primal Guardian

Nature has no better friend than you, Warden. A watcher in the woods, steward of the lakes and rivers, and protector of animals, you care more for the wilds than the trappings of civilization. Any Fellowship would be lucky to count such a druid, tracker, forester, shaman, or ranger among their number.

Concept: _____

Background:

(Choose any 1 at creation.)

- Keeper:** You've made your home in the lands beyond civilization, where ancient magics still hold sway. [Fill **Cleverly**; fill **Recall** and **Wield**; fill 2 from **Aim**, **Brawl**, **Investigate**, or **Treat**.]
- Sentinel of the Wilds:** You've watched over the wilds, keeping them free of dangerous monsters. [Fill **Bravely** or **Quickly**; fill **Aim** and **Fight**; fill 2 from **Investigate**, **Mend**, **Stealth**, or **Treat**.]
- Wildbound:** After a life among the beasts they've become your friends and family. [Fill **Socially**; fill **Network**; fill 3 from **Aim**, **Brawl**, **Fight**, **Stealth**, or **Treat**.]

Cues: _____

Species:

(Fill Approaches & Techniques for your Species.)

Adventurer Portrait of



Bonds

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

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

BOND: _____

DESCRIPTION: _____

Quest Journal





Gear Up

Choose before setting out on a Quest.

Select Item Cards or your Reputation or Less.

- 2 from weapons, large weapons, or ranged weapons;
- 2 from armors, artifacts, or shields;
- 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 Spell or Power Cards 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 D8 TECHNIQUES

Wanderer

★ MAX D10 TECHNIQUES

Adventurer

★

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

Name: _____

Heart's Fire



MAX
 CURRENT

Grit



MAX
 CURRENT

Lion's Will



EXPENDED

Approaches

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

	D4	D6	D8	D10	D12
BRAVELY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLEVERLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PATIENTLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
QUICKLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOCIALLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Assists

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

LION'S WILL	<input checked="" type="checkbox"/> OR <input checked="" type="checkbox"/> +
ITEM CARD	<input type="checkbox"/>
POWER CARD	<input type="checkbox"/>
SPELL CARD	<input type="checkbox"/>
SUPPORT	<input checked="" type="checkbox"/>

Techniques

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

	D4	D6	D8	D10	D12
AIM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BRAWL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAST	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISTRACT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXERT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOOT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MEND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NETWORK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARLEY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RECALL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

