



Free Company

Name

Record keywords and notes on the reverse.

Chapter	Story	Ambushed	Special Rules	Unique Item	Encounter
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Free Company Traits

Scavenger

Loot 1 extra Common Item per chapter.

Herbalist

Gain 2 Curatives each time you purchase 1.

Tough As Nails

During Encounter setup, each Oathsworn may choose to roll an unused Hit Point die. Whoever rolls highest, regains 1 lost HP.

Endurance

Your Backpack can hold up to 20 items.

True Grit

When you gain an injury, draw 2 Injury Cards, pick one and discard the other.

Well-Connected

'Sending a Runner' to a BANKSMITH or APOTHECARY no longer costs any additional iron.

Field Medic

Once per chapter, pay X iron (where X is the chapter number) to archive 1 Injury Card from one Oathsworn.

Quartermaster

Gain 1 extra ration at the start of every Deepwood Journey.

Bushcraft

1/2/3 redraws on Survival Checks.

Keen-Eyed

1/2/3 redraws on Spot/Search/Listen.

Quick-Witted

1/2/3 redraws on Barter/Threat/Reason.

Comradery

Allies enter play with 2/3/4 Redraw or Empowered x3 Tokens.

Knockout Track

