

Freebooters on the Frontier

PLAYTEST

CHARACTER CREATION

ROLL UP A CHARACTER

When you're starting up a new game or creating a new character to replace someone who met an unfortunate end, go through these steps. If a bunch of players are all making fresh characters, the Judge can lead them through this process all together.

① CHOOSE OR ROLL YOUR CLASS

If the Judge allows it, you may choose which of the four possible classes you'd like to play. Otherwise, roll 1d12:

1d12	CLASS
1-6	fighter
7-9	thief
10-11	cleric
12	magic-user

Grab a copy of the corresponding playbook and a pencil so you can fill it out.

② CHOOSE OR ROLL YOUR HERITAGE

If the Judge allows it, you may choose your heritage. Otherwise, roll 1d12 by class:

1d12	FIGHTER	1d12	THIEF	1d12	CLERIC	1d12	MAGIC-USER
1-7	human	1-7	human	1-7	human	1-8	human
8	halfling	8-10	halfling	8	halfling	9	halfling
9-11	dwarf	11	dwarf	9-11	dwarf	10	dwarf
12	elf	12	elf	12	elf	11-12	elf

Write your heritage in the area provided on the front page of your playbook.

③ CHOOSE OR ROLL YOUR ALIGNMENT

If the Judge allows it, you may choose your alignment. Otherwise, roll 1d12 by class:

1d12	FIGHTER	1d12	THIEF	1d12	CLERIC	1d12	MAGIC-USER
1-2	<i>evil</i>	1-2	<i>evil</i>	1-2	<i>evil</i>	1-3	<i>evil</i>
3-5	<i>chaotic</i>	3-6	<i>chaotic</i>	3-5	<i>chaotic</i>	4-8	<i>chaotic</i>
6-8	<i>neutral</i>	7-10	<i>neutral</i>	6-7	<i>neutral</i>	9	<i>neutral</i>
9-10	<i>lawful</i>	11-12	<i>good</i>	8-10	<i>lawful</i>	10	<i>lawful</i>
11-12	<i>good</i>			11-12	<i>good</i>	11-12	<i>good</i>

Write your alignment in the area provided on the front page of your playbook. In that same area, write down the alignment goal associated with your alignment:

ALIGNMENT	ALIGNMENT GOAL
<i>evil</i>	Inflict physical or emotional harm on another for personal gain
<i>chaotic</i>	Sow discord or destroy a symbol of order
<i>neutral</i>	Refuse to take sides when given the opportunity
<i>lawful</i>	Maintain order in the face of forces that would undo it
<i>good</i>	Help those in need at your own expense

ROLL YOUR TRAITS

Using your alignment to determine how many virtues and/or vices you start with, roll up the number of each indicated on the table at right, and write them in the “Traits & Tags” area on the first page of your playbook.

ALIGNMENT	VIRTUES	VICES
<i>evil</i>	0	3
<i>chaotic</i>	1	2
<i>neutral</i>	1	1
<i>lawful</i>	2	1
<i>good</i>	3	0

TRAITS

1d100	VIRTUE	VICE
01-02	ambitious	addict
03-04	benevolent	aggressive
05-06	bold	alcoholic
07-08	brave	antagonistic
09-10	charitable	arrogant
11-12	chaste	boastful
13-14	cautious	cheater
15-16	compassionate	covetous
17-18	confident	cowardly
19-20	considerate	cruel
21-22	cooperative	decadent
23-24	courteous	deceitful
25-26	creative	disloyal
27-28	curious	doubtful
29-30	daring	egotistical
31-32	defiant	envious
33-34	dependable	gluttonous
35-36	determined	greedy
37-38	disciplined	hasty
39-40	enthusiastic	hedonist
41-42	fair	impatient
43-44	focused	inflexible
45-46	forgiving	irritable
47-48	friendly	lazy
49-50	frugal	lewd
51-52	funny	liar
53-54	generous	lustful
55-56	gregarious	mad
57-58	helpful	malicious
59-60	honest	manipulative
61-62	honorable	merciless
63-64	hopeful	moody
65-66	humble	murderous
67-68	idealistic	obsessive
69-70	just	petulant
71-72	kind	prejudiced
73-74	loving	reckless
75-76	loyal	resentful
77-78	merciful	rude
79-80	orderly	ruthless
81-82	patient	self-pitying
83-84	persistent	selfish
85-86	pious	snobbish
87-88	resourceful	stingy
89-90	respectful	stubborn
91-92	responsible	vain
93-94	selfless	vengeful
95-96	steadfast	wasteful
97-98	tactful	wrathful
99-100	tolerant	zealous

5 ROLL YOUR ABILITY SCORES

Roll 3d6 for each ability score listed in the right-hand column on the front of your playbook, in order: Strength, Constitution, Dexterity, Intelligence, Wisdom, Charisma, and Luck. Write the total for each score in the box labeled “MAX.” Write lightly in pencil, because the numbers will change and get moved around.

Now, you may swap any one ability score with any one other score. You’ll usually want to put your highest score in an ability that will be helpful to your class. The most useful abilities by class are:

CLASS	MOST USEFUL ABILITIES
Fighter	Strength, Constitution, Dexterity
Thief	Dexterity, Intelligence, Luck
Cleric	Wisdom, Charisma, Strength
Magic-User	Intelligence, Constitution, Luck

6 APPLY YOUR HERITAGE ABILITY BONUS

Increase one or more of your ability scores according to your heritage:

HERITAGE	ABILITY SCORE BONUS
Human	Increase 2 different ability scores of your choice by 1 point each
Halfling	Increase Luck by 2 points
Dwarf	Increase Strength and/or Constitution by 2 points total
Elf	Increase Dexterity, Intelligence, and/or Charisma by 2 points total

7 CHOOSE YOUR HERITAGE MOVE

Choose one of the two moves listed below for your heritage and write it in the “Heritage” area on the front page of your playbook.

HERITAGE	MOVES (choose 1)
Human	<ul style="list-style-type: none">• When you <i>succumb to a vice</i>, take +1 forward• When you <i>Train</i>, take +1 to your roll
Halfling	<ul style="list-style-type: none">• When you <i>eat 1 extra ration</i>, take +1 forward• When you <i>Keep Company</i>, take +1 to your roll
Dwarf	<ul style="list-style-type: none">• When you <i>sniff the air</i>, the Judge will tell you if there’s gold nearby• When you <i>are underground</i>, take +1 to Perceive
Elf	<ul style="list-style-type: none">• When you <i>move</i>, you have perfect balance and a feather-light step• When you <i>touch something</i>, you sense whether or not it is magical

8 ROLL YOUR APPEARANCE

Using the column for your class on the table on the opposite page, roll up to 3 physical details for your character and write them down in the appropriate area on the front page of your playbook. You may choose your apparent gender or use the result of your first roll to determine it (even = female, odd = male). Embellish and add more details as you wish.

APPEARANCE

1d100	FIGHTER	THIEF	CLERIC	MAGIC-USER
01-02	big feet	broken nose	big feet	acid scars
03-04	big mouth	chin whiskers	blazing eyes	aged
05-06	braids	clean-shaven	bright eyes	bald
07-08	broad shoulders	clear-eyed	bushy eyebrows	black teeth
09-10	broken nose	crooked teeth	clean-shaven	booming voice
11-12	chiseled	curly hair	clear-eyed	burn scars
13-14	clear-eyed	dark skin	cleft chin	bushy eyebrows
15-16	cleft chin	deep voice	crooked teeth	chin whiskers
17-18	crooked teeth	disfigured	curly hair	crooked teeth
19-20	curly hair	disheveled	dandruff	curly hair
21-22	dark skin	gap-toothed	dark skin	dark skin
23-24	deep voice	gaunt	deep voice	discolored skin
25-26	gap-toothed	goatee	flagellant scars	disfigured
27-28	goatee	hirsute	gaunt	forked tongue
29-30	grubby	lazy eye	goatee	gaunt
31-32	high cheekbones	limp	gray hair	glowing eyes
33-34	hirsute	little mouth	heavyset	gnarled hands
35-36	lantern jaw	long fingers	haunted eyes	goatee
37-38	large ears	matted hair	high forehead	gray hair
39-40	large hands	missing eye	hirsute	haggard
41-42	large head	missing finger	large hands	hairless
43-44	long-legged	missing teeth	long beard	high forehead
45-46	matted hair	narrowed eyes	missing teeth	hooded eyes
47-48	missing ear	notable chin	notable nose	hunchback
49-50	missing eye	notable nose	notable smell	limp
51-52	missing finger	overbite	pale skin	long beard
53-54	missing teeth	pale skin	perfect posture	long fingernails
55-56	notable facial hair	pencil mustache	piercing gaze	long hair
57-58	notable nose	perfect posture	pockmarked	lumpy skull
59-60	notable smell	pockmarked	ragged	mismatched eyes
61-62	perfect posture	pointy chin	rosy cheeks	missing teeth
63-64	pockmarked	poor posture	scarred	no eyebrows
65-66	raspy voice	raspy voice	shaved head	oily skin
67-68	rosy cheeks	red-rimmed eyes	shining eyes	pale skin
69-70	scarred	scarred	smelly	piercing gaze
71-72	squinting gaze	scruffy	smiling	pockmarked
73-74	tattoos	shifty eyes	square chin	raspy voice
75-76	shaved head	small hands	square-shouldered	sallow
77-78	smelly	smelly	strange marks	scarred
79-80	smiling	squint	stubble	skeletal hands
81-82	squint	stubble	tattoos	smelly
83-84	steely gaze	stubby fingers	thundering voice	strange marks
85-86	stubble	tattoos	tonsure	striking nose
87-88	tattoos	twitchy	unblinking gaze	sunken eyes
89-90	unibrow	unsmiling	unwashed	tattoos
91-92	unsmiling	unwashed	warty	terrible posture
93-94	well-scrubbed	well-groomed	well-fed	warty
95-96	wild hair	whispery voice	well-scrubbed	white hair
97-98	youthful	widow's peak	wild-eyed	wild hair
99-100	roll on THIEF	roll on MAGIC-USER	roll on FIGHTER	widow's peak

⑨ SET YOUR ABILITY SCORE MODIFIERS

Look up the value of each of your ability scores on the ability score modifier table in the bottom right corner of the front page of your playbook. For each ability, take the corresponding entry from the “modifier” column and enter it in the “MODIFIER” brackets in the ability score area.

⑩ ROLL YOUR HIT POINTS

The “Hit Die” area at the bottom of the front page of your playbook indicates which die you’ll use for rolling hit points. Roll your hit die now and add your CON (not Constitution) to the result. A total of less than 1 is treated as 1. Write the total in the box labeled “MAX” in the Hit Points area of your playbook. You may at this point burn 1 point of Luck (see page **XX**) to increase your HP by 1.

⑪ DETERMINE YOUR CAPACITY

Flip your playbook over to the last page. Under the first box in the “Capacity” area, you’ll see a notation that looks like “STR +X.” Add your STR (Strength modifier) to the number indicated, and enter the result in the box above. This is a measure of how much weight you can carry before you are hindered.

⑫ REVIEW YOUR CLASS MOVES

At this point it’s a good idea to look over the features unique to your class by reading the second page of your playbook. In particular, the first move listed may require that you make a decision or two. Now’s the time to do that. If you’re a Magic-User, you’ll need to roll up spell names using the tables on page **XX**.

13 TAKE INVENTORY

To determine what stuff you start with, roll once on each table listed for your class, below. Record your gear in the space provided on the back page of your playbook, noting any relevant details (weight, tags, etc.). Refer to the Marketplace list (page **XX**) for item details.

FIGHTER STARTING GEAR

Roll once in each category below. You also start with a backpack, a bedroll, a waterskin, 1d6 uses of rations, a knife, whatever favored weapon you chose in step 12, 1 **RANDOM ITEM** (see next page).

1d6	GARB	1d6	ARMOR	1d6	OTHER ITEM
1-3	poor clothes	1-2	leather armor	1-3	buckler
4-6	common clothes	3-4	chainmail	4-5	shield
		5	breastplate	6	adventuring gear
		6	scale mail		

THIEF STARTING GEAR

Roll once in each category below. You also start with a backpack, a waterskin, 1d6 uses of rations, a knife, and 1 **RANDOM ITEM** (see next page).

1d6	GARB	1d6	WEAPON	1d6	OTHER ITEM
1	rags	1-2	dagger	1	torches & tinderbox
2-3	poor clothes	3	club/cudgel	2-3	lockpicks
4-5	common clothes	4	shortsword	4-5	leather armor
6	quality clothes	5	sling & ammo pouch	6	adventuring gear
		6	shortbow & quiver		

CLERIC STARTING GEAR

Roll once in each category below. You also start with a sling pouch, a waterskin, 1d6 uses of rations, a holy symbol of your deity (describe it!), and 1 **RANDOM ITEM** (see next page).

1d6	GARB	1d6	WEAPON	1d6	OTHER ITEM
1	rags	1-2	staff or knife	1	collection cup (1d6sp)
1	hooded tunic	3-4	club/cudgel or dagger	2-3	holy book
3-5	cap & cassock	5	mace or warhammer	4-5	leather armor
6	priestly vestments	6	flail or spear	6	chainmail

MAGIC-USER STARTING GEAR

Roll once in each category below. You also start with a sling pouch, a waterskin, 1d6 uses of rations, your spellbook, and 1 **RANDOM ITEM** (see next page).

1d6	GARB	1d6	HEADGEAR	1d6	WEAPON	1d6	OTHER ITEM
1-2	shabby robes	1-2	hood	1-3	staff	1	antitoxin
3-5	common robes	3	skullcap	4-5	knife	2-3	writing kit
6	quality robes	4	circlet	6	dagger	4-5	bag of books
		5	turban			6	1d6 uses of spell component
		6	pointy hat				

RANDOM ITEM

1d100	ITEM	1d100	ITEM
01	abacus (5sp)	51	heirloom walking stick
02	bag of salt (5sp)	52	herbs & poultices (10sp)
03	battered helmet (2sp)	53	hoe (2sp)
04	battered shield (18sp)	54	holy symbol (1d6sp)
05	broken sword	55	horse (
06	bestiary (5sp)	56	hourglass (12sp)
07	bird cage & pet bird (4sp)	57	hunting dog (15sp)
08	book (8sp, specify subject)	58	huntman's horn (2sp)
09	bottle of perfume (1d4sp)	59	iron shackles
10	box of candles (2sp)	60	jar containing pickled monster part
11	bucket of pitch (1sp, 1wt))	61	jar of narcotic (10sp)
12	bundle of furs (1d6x10sp, 3wt)	62	retainer/sycophant (roll NPC)
13	cask of grog (4sp, 2wt)	63	lute (10sp)
14	cast iron pot (2sp, 1wt)	64	music box (12sp)
15	cheap jewelry/locket (1d4sp)	65	nautical chart
16	child's doll (1sp)	66	notable cloak/robes
17	clay jar of honey (3sp, 0wt)	67	notable gloves/gauntlets
18	clay pipe & bag of tobacco (3sp)	68	notable hat/cap/hood/helmet
19	clay pot of lard	69	notable shoes/boots/sandals
20	coded message	70	ocarina/flute (6sp)
21	coin pouch (holding 3d6sp)	71	pet mouse/rat/cat/snake/crow
22	copper lantern & lamp oil (21sp)	72	piece of jewelry (1d6x5sp)
23	cow (30sp)	73	pitchfork
24	crate of wine (25sp, 4wt)	74	pouch of bandages
25	donkey (25sp)	75	pouch of gold dust (1d10sp)
26	eyepatch	76	pouch of knucklebones
27	fancy belt/girdle (5sp)	77	prayer book
28	<i>fine</i> dwarven hammer & chisel (6sp)	78	preserved monster paw
29	<i>fine</i> dwarven warhammer (24sp)	79	promissory note
30	<i>fine</i> elven quiver & arrows (16sp)	80	rope (50') & grappling hook
31	<i>fine</i> elven shortbow (32sp)	81	rusty key
32	<i>fine</i> leather armor (60sp)	82	sack of grain (2wt)
33	<i>fine</i> whetstone (2sp)	83	sack of jerky (1d6 rations, 1wt)
34	fishing net (4sp)	84	shiny stone
35	fishing pole & basket (4sp)	85	signet ring (1d4x10sp)
36	flask of home remedy	86	skeleton key
37	flawed gemstone (1d4x5sp)	87	small drum (2sp)
38	fur-lined cloak (6sp)	88	small humanoid skull
39	gardening tools (5sp)	89	soapstone idol
40	good luck charm	90	spell scroll (must be deciphered)
41	hand mirror (3sp)	91	strange egg
42	hand of glory (8sp)	92	taxidermied creature
43	handful of strange seeds	93	tinderbox & 1d6 torches
44	handsaw (3sp)	94	tinker's kit (4sp)
45	hatchet (10sp)	95	traveling trunk (4 wt when full)
46	heirloom banner (2d6sp, 1wt)	96	treasure map
47	heirloom chalice (1d12sp)	97	vial of strange fluid
48	heirloom healer's kit (24sp)	98	wanted poster
49	heirloom shield w/coat of arms (25sp)	99	wooden figurine
50	heirloom sword (18sp)	100	wooden mask

14 GO SHOPPING

If you're *not* a thief, roll 2d6 and add the total to your Luck score (not your LUC). If you *are* a thief, roll 2d6 and add the total to twice your Luck score. The result is how many silver pieces (sp) you start with. Write the number down on the pouch on the back page of your playbook. Then, you may use this fortune to purchase items from the Marketplace on the following pages.

15 NAME THYSELF

Together with the Judge, decide what sort of naming conventions you'll be using for the game, and whether you'd like to choose your name or roll it randomly. Tables of generic fantasy names are provided on pages **XX-XX** of this section, and culturally-specific name tables are provided in *Volume 2: Civilization & Savagery*.

16 SET THE STAGE

The cast of characters is now complete; you should have a ragtag band of freebooters, eager to go hunting for treasure. The only thing left to do is invent the world laden with booty! Follow the directions in the "See the Frontier" section, starting on the next page.

SPELL NAME • Roll 1d12 for spell name template, then 1d100 for each part.

1d12 SPELL NAME TEMPLATE

1-2	[ELEMENT] [FORM]
3-4	[ADJECTIVE] [FORM]
5-6	[ADJECTIVE] [ELEMENT]
7	[FORM] of [ELEMENT]
8	[FORM] of [ADJECTIVE] [ELEMENT]

1d12 SPELL NAME TEMPLATE

9	[WIZARD NAME]'s [ADJECTIVE] [FORM]
10	[WIZARD NAME]'s [ADJECTIVE] [ELEMENT]
11	[WIZARD NAME]'s [FORM] of [ELEMENT]
12	[WIZARD NAME]'s [ELEMENT] [FORM]

1d100	FORM	ELEMENT	ADJECTIVE	WIZ NAME PT. 1	WIZ NAME PT. 2
01	Armor	Acid	All-Knowing	A-	-ak
02	Arrow	Aether	All-Seeing	Ab-	-alto
03	Aura	Air	Arcane	Aga-	-ana
04	Bane	Anger	Befuddling	Alha-	-anti
05	Beast	Ash	Binding	Appol-	-aris
06	Blade	Avarice	Black	Apu-	-ark
07	Blast	Balance	Blazing	Arne-	-asta
08	Blessing	Blight	Blinding	Asmo-	-balia
09	Blob	Blood	Bloody	Baha-	-bus
10	Blood	Bone	Bright	Bal-	-by
11	Bolt	Bones	Cacophonous	Barba-	-cas
12	Bond	Brimstone	Cerulean	Bol-	-ce
13	Boon	Clay	Concealing	By-	-derol
14	Brain	Cloud	Confusing	Can-	-deus
15	Burst	Copper	Consuming	Cinni-	-din
16	Call	Cosmos	Crimson	Cir-	-dok
17	Charm	Dark	Damnable	Cyn-	-dor
18	Circle	Death	Dark	Cyto-	-dred
19	Claw	Deceit	Deflecting	Dar-	-driar
20	Cloak	Despair	Delicate	Darg-	-dula
21	Cone	Despair	Demonic	De-	-dun
22	Crown	Dimension	Devastating	Des-	-dustin
23	Cube	Doom	Devilish	Dra-	-er
24	Cup	Dust	Diminishing	Dul-	-fant
25	Curse	Earth	Draining	Elez-	-fia
26	Dagger	Ember	Eldritch	Ely-	-fonse
27	Dart	Energy	Empowering	Ez-	-gad
28	Demon	Envy	Enlightening	Fal-	-gax
29	Disturbance	Fear	Ensorcelling	Faral-	-glana
30	Door	Fire	Entangling	Flo-	-goria
31	Eye	Fog	Enveloping	Fol-	-goth
32	Eyes	Force	Erratic	Gailli-	-heer
33	Face	Fury	Evil	Garg-	-houlik
34	Fang	Glory	Excruciating	Gast-	-ia
35	Feast	Gluttony	Expanding	Gil-	-iala
36	Finger	Gold	Extra-Planar	Gy-	-iana
37	Fissure	Greed	Fearsome	Haz-	-ingar
38	Fist	Hate	Flaming	Heca-	-ista
39	Gate	Hatred	Floating	Her-	-jan
40	Gaze	Health	Freezing	Hog-	-jobulon
41	Glamer	Heat	Glittering	Hur-	-kan
42	Globe	History	Gyrating	I-	-kang
43	Golem	Hope	Helpful	Ik-	-konn
44	Guard	Ice	Hindering	Ilde-	-lah
45	Guide	Iron	Icy	In-	-leius
46	Guise	Justice	Illusory	Jas-	-leo
47	Halo	Knowledge	Incredible	Jir-	-leou
48	Hammer	Lead	Inescapable	Ju-	-lin
49	Hand	Lies	Ingenious	Krak-	-lonia
50	Heart	Life	Instant	Kul-	-lonius

1d100	FORM	ELEMENT	ADJECTIVE	WIZ NAME PT. 1	WIZ NAME PT. 2
51	Helm	Light	Invigorating	Laf-	-loo
52	Horn	Lightning	Invisible	Long-	-lume
53	Lock	Lore	Invulnerable	Ma-	-ma
54	Mantle	Love	Liberating	Mer-	-mas
55	Mark	Lust	Maddening	Mercu-	-mast
56	Memory	Metal	Magnificent	Mor-	-mia
57	Mind	Might	Many-Colored	Mune-	-miel
58	Mouth	Mist	Mighty	Munno	-motto
59	Noose	Moon	Most Excellent	Murz-	-moulian
60	Oath	Mud	Omnipotent	Naf-	-mut
61	Oracle	Nature	Oozing	O-	-nak
62	Pattern	Oil	Penultimate	Osh	-nia
63	Pet	Pain	Pestilential	Pande-	-nish
64	Pillar	Perception	Piercing	Pander-	-nob
65	Pocket	Plane	Poisonous	Par-	-o
66	Portal	Plant	Prismatic	Per-	-ol
67	Pyramid	Poison	Raging	Quel-	-ool
68	Ray	Quicksilver	Rejuvenating	Ra-	-pa
69	Rune	Revulsion	Restorative	Ragga-	-pheus
70	Scream	Rot	Screaming	Rhi-	-phim
71	Seal	Salt	Sensitive	Satan-	-por
72	Sentinel	Shadow	Shimmering	Satur-	-quint
73	Servant	Sight	Shining	Semi-	-ramis
74	Shaft	Silver	Silent	Sera-	-rezzin
75	Shield	Smoke	Sleeping	She-	-ro
76	Sigil	Soil	Slow	Shrue-	-rrak
77	Sign	Soul	Smoking	Sloo-	-ry
78	Song	Souls	Sorcerer's	Sol-	-sira
79	Spear	Sound	Strange	T'-	-sta
80	Spell	Spirit	Stupefying	Tcha-	-te
81	Sphere	Stars	Terrible	Tol-	-teria
82	Spray	Steam	Thirsty	Tub-	-thakk
83	Staff	Steel	Thundering	Tur-	-thalon
84	Storm	Stone	Trans-Dimensional	U-	-tine
85	Strike	Storm	Transmuting	Vag-	-toomb
86	Sword	Sun	Ultimate	Val-	-torr
87	Tendrill	Terror	Uncontrollable	Vance-	-troya
88	Tongue	Time	Unseen	Ver-	-tur
89	Tooth	Treasure	Unstoppable	Vish-	-tuva
90	Trap	Truth	Untiring	Wa-	-u
91	Veil	Vanity	Vengeful	Win-	-valva
92	Voice	Venom	Vexing	Xa-	-vance
93	Wall	Vigor	Violent	Yu-	-vilk
94	Ward	Void	Violet	Za-	-wink
95	Wave	Water	Viridian	Zal-	-xa
96	Weapon	Will	Voracious	Zan-	-yop
97	Weave	Wind	Weakening	Zili-	-zant
98	Whisper	Wisdom	White	Zim-	-zark
99	Wings	Wood	Wondrous	Zuur-	-zirian
100	Word	Youth	Yellow	Zza-	-zred

MARKETPLACE

All prices listed are silver pieces (sp). Generally speaking, you can sell things at market for half their listed value. If you want a better deal than that, you'll need to **Negotiate**.

TAGS & TERMS

<i>Awkward</i>	difficult to use with grace and expediency
<i>Burn</i>	inflicts 1d6 damage on its victim periodically until extinguished
<i>Close</i>	target must be within a sword's reach
<i>Far</i>	target must be within sight
<i>Fine</i>	well-crafted and worth twice the amount of its common equivalent
<i>Forceful</i>	can force a foe back
<i>Hand</i>	target must be within arm's reach
<i>Near</i>	target must be within a stone's throw
<i>Precise</i>	roll +DEX instead of +STR to Fight
<i>Rare</i>	hard to come by
<i>Reach</i>	target must be just beyond a sword's reach
<i>Reload</i>	takes time to reload after each use
<i>Slow</i>	takes a while to take effect
<i>Small</i>	cannot protect against all attacks
<i>Stun</i>	may stun or knock out target when properly applied
<i>Throw</i>	can be thrown effectively
<i>Worn</i>	does not require hands to carry

2-handed	Requires two hands to wield in combat
Ammo	an abstracted quantity of ammunition
Duration	an abstracted length of time, to be marked off at Judge's discretion
Heal	the number of hit points restored by one use
Pierce	amount of damage that ignores armor
Power	amount of increase to casting power

WEAPONS • MELEE

TYPE	COST	DAMAGE	WT	NOTES
Punch/kick	-	1	-	<i>hand</i>
Blackjack/sap	3	1	0	<i>hand, stun</i>
Staff	6	1d4	1	<i>close, 2-handed</i>
Knife	6	1d4	0	<i>precise, hand</i>
Hatchet	10	1d4	1	<i>throw, close, near</i>
Dagger	12	1d4	0	<i>hand, precise, 1 pierce</i>
Club/cudgel	8	1d6	1	<i>close, stun</i>
Mace	12	1d6	1	<i>close, forceful, stun</i>
Shortsword	12	1d6	1	<i>close</i>
Warhammer	12	1d6	1	<i>close, 1 pierce</i>
Pick	18	1d6	1	<i>close, awkward, 2 pierce</i>
Axe	16	1d8	2	<i>close</i>
Sword	18	1d8	2	<i>close</i>
Spear	16	1d8	2	<i>throw, reach, near</i>
Flail	20	1d8	2	<i>close, forceful</i>
Polearm	24	1d10	3	<i>reach, awkward, 2-handed</i>
Great hammer	26	1d10	4	<i>close, forceful, rare, 2-handed</i>
Great axe	30	1d10	3	<i>close, rare, 2-handed</i>
Great sword	38	1d10	3	<i>close, reach, rare, 2-handed</i>

WEAPONS • RANGED

TYPE	COST	DAMAGE	WT	NOTES
Throwing knife	8	1d4	0	<i>thrown, hand, near, precise</i>
Sling	6	1d4	0	<i>near, far, reload</i>
Shortbow	16	1d6	1	<i>near, far, 2-handed</i>
Light crossbow	20	1d6	1	<i>near, far, reload, 1 pierce, 2-handed</i>
Longbow	24	1d8	1	<i>near, far, 2-handed</i>
Heavy crossbow	30	1d8	1	<i>near, far, reload, 2 pierce, 2-handed</i>

AMMUNITION

TYPE	COST	WT	NOTES
Slingstones	2	0	3 ammo, ammunition for sling
Arrows	4	1	3 ammo, ammunition for bow
Bolts	4	1	3 ammo, ammunition for crossbow

ARMOR & SHIELDS

TYPE	COST	WT	NOTES
Leather armor	30sp	1	1 armor
Scale armor	60sp	3	2 armor
Chainmail	90sp	2	2 armor
Splint armor	120sp	4	3 armor
Plate armor	200sp	6	<i>awkward, rare, 4 armor</i>
Buckler	15sp	1	<i>small, +1 armor</i>
Shield	25sp	2	+1 armor

CLOTHING

TYPE	COST	WT	NOTES
Poor clothes	1	0	<i>worn</i>
Common clothes	2	0	<i>worn</i>
Quality clothes	10	0	<i>worn</i>
Official vestment	20	0	<i>worn</i>
Winter cloak	5	0	<i>worn</i>
Elegant clothes	50	0	<i>rare, worn</i>

CONTAINERS

TYPE	COST	WT	NOTES
Waterskin	1	0	-
Sling pouch	3	0	<i>worn</i>
Backpack	5	0	<i>worn</i>
Scrollcase	2	0	-
Quiver	4	0	<i>worn</i>
Saddlebags	7	1	-

GEAR

TYPE	COST	WT	NOTES
Adventuring gear*	20	2	5 uses
Rope	3	1	50 feet
Animal snare	2	1	-
Bedroll	2	1	-
Animal trap	4	1	-
Fishing net	4	1	-
Fishing pole	3	0	-
Grappling hook	7	1	-
Tent	7	2	-
Large Tent	15	3	-

PROVISIONS

TYPE	COST	WT	NOTES
Rations	3	1	5 uses
Spirits (1 pint)	15	0	-
Grog (1 quart)	1	1	-
Fine wine (1 pint)	10	0	-
Poor meal	1	-	feeds 4
Hearty meal	1	-	-
Feast	15	-	-

* Each use of adventuring gear allows you to produce an item of situational utility worth 3sp or less. You may combine uses to produce an item of greater value. For instance, producing a quiver of arrows (4sp) would take 2 uses, while a grappling hook (7sp) would take 3 uses. Items produced need not be listed in the Marketplace, but may be disallowed at the Judge's discretion.

MARKETPLACE *continued*

ILLUMINATION

TYPE	COST	WT	NOTES
Tinderbox	4	0	-
Candles	2	0	<i>dim</i> , 3 duration, 5 uses
Torches	2	1	3 duration, 3 uses
Lantern	15	1	5 duration, needs oil
Lamp oil	5	1	<i>burn</i> , 2 uses

TOOLS

TYPE	COST	WT	NOTES
Whetstone	1	0	-
Crowbar or shovel	5	2	1d6 damage, <i>close, awkward</i> , 2-handed
Pole	2	1	10' long
Lockpicks	10	0	-
Writing kit	10	0	-
Crafting tools	15	1	Specify craft
Mapmaking tools	20	0	-

SPECIALTY ITEMS

TYPE	COST	WT	NOTES
Antitoxin	10	0	-
Bandages	3	0	<i>slow</i> , heal 1, 3 uses
Herbs & poultices	10	1	<i>slow</i> , heal 1d4, 2 uses
Healer's kit	24	1	<i>slow</i> , heal 1d6, 2 uses
Healing potion	50	0	<i>rare</i> , heal 1d8
Book*	10	1	5 uses, +1 to Establish on specified subject
Spellbook	<i>priceless</i>	1	Magic-user starting gear
Spell component**	2	0	1 use, grants +1 power

* Each book must be given a title (*Herbs & Berries of the Lowlands, Customs of the Nomads, Elemental Magic*, etc.). When you **Establish something that falls under the title of a book you have read**, mark 1 use of that book and take +1 to that Establish roll.

** A spell component is an ingredient or reagent that is consumed or used in a ritual to assist in the casting of spells. When you **use a spell component to Cast a Spell**, describe how you use it, mark 1 use of that component, and take +1 to your power budget for that spell.

POISONS

Name and describe the form, application, effect and speed of the desired poison. Work with the Judge to determine the level of effect. The cost of 1 dose is determined by effect multiplied by speed:

Effect: *minor* (8sp) *moderate* (16sp), *major* (30sp), *fatal* (100sp)

Speed: *slow* (x1/2), *fast* (x1), *instant* (x3).

LODGING

TYPE	COST	NOTES
Camping/squatting	-	heal 2d4 +CON per week
Poor inn	8-CHA sp per week	meals included, heal 2d6 +CON per week
Modest inn	16-CHA sp per week	meals included, heal 2d8 +CON per week
Comfortable inn	32-CHA sp per week	meals included, heal 2d10 +CON per week

SERVICES

TYPE	COST
Repairs	1/4 usual cost of item
Custom item	2x usual cost of item
Hireling	1 share of booty
Porter	1sp per day
Unskilled laborer	8sp per week
Town watch	10sp per week*
Soldier	12sp per week*
Skilled laborer	14sp per week
Healer	16sp per week
Specialist	18sp per week
"Companion"	10-CHAsp per night
Entertainer	1-3sp per show
Armed escort	
<i>safe</i> route	2sp per guard per day
<i>unsafe</i> route	4sp per guard per day
<i>perilous</i> route	8sp per guard per day
Common murder	25sp
Assassination	120sp

*Room and board included

TRANSPORT

TYPE	COST	NOTES
Cart and Donkey	50	capacity 18
Horse	75	capacity 12
Warhorse	400	capacity 14
Wagon	100	capacity 32
Barge	75	capacity 24
River boat	150	capacity 32
Merchant ship	5,000	capacity 200
War ship	20,000	capacity 100
Passage		
<i>safe</i> route	1sp per day	-
<i>unsafe</i> route	5sp per day	-
<i>perilous</i> route	20sp per day	-

REAL ESTATE

TYPE	COST	NOTES
A hovel	20	-
A cottage	250	-
A house	2,500	-
A manse	10,000	-
A keep	75,000	-
A castle	250,000	-
A grand castle	500,000	-
Upkeep	1% of cost per month	

BASIC MOVES

BURN LUCK

When you *have made any roll except a +LUC roll*, you may burn 1 Luck to raise or lower the result of that roll by 1.

ESTABLISH

When you *ask or say what you might know about a given subject*, give it your best guess. If the Judge thinks it's plausible, roll +INT: **on a 10+**, your best guess is true; **on a 7-9**, it's true to a point—the Judge will add a caveat or drawback to your explanation. If the Judge thinks your best guess is implausible, it turns out you don't know much about the subject after all.

GET LUCKY

When you *hope things will go your way*, roll +LUC: **on a 10+**, they do, this time; **on a 7-9**, they do, but there's a tradeoff—ask the Judge what it is; **on a 6-**, *do not* mark XP, and ask the Judge to describe precisely how your hopes are dashed.

HELP OR HINDER

When you *assist or interfere with someone*, say what ability you use, how it applies to the situation, and roll +that ability: **on a 10+**, they take +1 or -2 to their roll, your choice; **on a 7-9**, they take +1 or -2, but you expose yourself to a danger, retribution, or other cost of the Judge's choosing.

LEVEL UP

When you *have XP greater than 10+(5x your current level)*, and enough time to reflect on your experiences and hone your skills, do the following:

- 1) Subtract 10+(5x your current level) from your current XP.
 - 2) Increase your level by 1.
 - 3) Regain 1 point of burned Luck.
 - 4) If your new level is even, increase one ability score of your choice by 1 (to a maximum of 18) and increase your maximum hit points by one roll of your hit die, +CON (minimum 1 hit point).
 - 5) If your new level is odd, choose a new Advanced Move from your playbook.
-

MAKE A SAVING THROW

When you *act in the face of danger*, roll...

- ...+STR to use sheer might
- ...+DEX to use speed, agility, or finesse
- ...+CON to resist or endure
- ...+INT to think fast, focus, or remember
- ...+WIS to use intuition or willpower
- ...+CHA to charm or impress
- ...+LUC to close your eyes and pray

On a 10+, you do it, as well as one could hope; **on a 7-9**, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice.

NEGOTIATE

When you *want something from someone that they don't want to give up*, make your case and roll...

...+STR to intimidate them

... +CHA to convince or charm them

On a 10+, they name their absolute minimum price; **on a 7-9**, they name a price they could live with; **on a 6-**, mark XP, and prepare to be milked for all you're worth.

PERCEIVE

When you *pay close attention*, roll +WIS: **on a 10+**, hold 2; **on a 7-9**, hold 1. Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual.

RISE TO THE OCCASION

When you *assume the role of a follower and embrace the life of a freebooter*, choose a follower and fill in a new playbook for them. Follow the usual instructions for making a freebooter, but use the follower's name and what you know about them to choose (instead of roll) their alignment and traits. You start with whatever gear the follower had.

SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 ongoing until you lighten your load. When you carry more weight than twice your Capacity, you are *slow and clumsy*.

WRAP UP

When you *reach the end of a session*, do the following:

- 1) Mark XP if you fulfilled your alignment goal at least once.
- 2) Mark XP if you fulfilled at least 1 trait in a memorable way.
- 3) If you're a Fighter, mark XP if you defeated a worthy foe.
- 4) If you're a Thief, mark XP if you applied your area of expertise for personal gain.
- 5) If you're a Cleric, mark XP if you fulfilled your tenet at least once.
- 6) If you're a Magic-User, mark XP if you discovered something magical.

Then answer the following questions as a group. For each "yes" answer, everyone marks XP.

- 1) Did we make an exciting discovery?
- 2) Did we overcome a notable enemy?
- 3) Did we lay our hands on some memorable booty?

BATTLE MOVES

FIGHT

When you *face a foe in hand-to-hand combat*, roll +STR: **on a 10+**, you deal your damage; **on a 7-9**, you deal damage but suffer the enemy's attack as well.

SHOOT OR THROW

When you *attack a target with a ranged weapon*, roll +DEX: **on a 10+**, you inflict damage; **on a 7-9**, you inflict damage after choosing 1 from the list below.

- Mark off 1 ammo, or thrown weapon becomes irrecoverable
 - Just winged 'em—roll damage twice and use the lower roll
 - You attract unwanted attention
-

LEAD THE RETREAT

When you *urge your comrades to follow your example and run for their lives*, burn 1 Charisma and then roll +CHA: **on a 10+**, each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat; **on a 7-9**, your allies take +1 forward to whatever they do next.

BITE THE DUST

When you have *zero or fewer hit points*, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, roll +LUC: **on a 10+**, it's a miracle!—you're alive with 1 HP, and choose 2 from the list below; **on a 7-9**, you're alive with 1 HP, and choose 3 from the list; **on a 6-**, you're gone. Which is also the case if no one rolls you over to check within a few hours.

- You're unconscious until you heal up to half your total HP
- You'll die within the next hour without proper treatment
- You've incurred a major, permanent injury of Judge's choice
- You suffer 1d6 ability score damage to each of 2 abilities (Judge's choice)

When you *die*, you may **Rise to the Occasion** now, or wait until you get back to town and **Sign Up** as a new character.

FOLLOWER MOVES

RECRUIT

When you *go looking to hire help*, tell the Judge who you're looking for, phrased in one of the following ways:

- A group of _____ (porters, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *Group* tag.

If the Judge says you can't find that hereabouts, look for different help or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts: **on a 10+**, they're yours for the hiring; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark XP, and no one shows.

- They demand greater compensation
- No one here fits the bill, but you hear of someone elsewhere who does
- They have a need that must be met first (permission, etc.)
- You can tell at a glance they are less than ideal (ask the Judge how)

The Judge will choose or roll their specifics (Quality, Loyalty, Instinct, etc.) as needed, to be discovered through play. Which might mean grilling them, right now.

GIVE ORDERS

When you *demand or expect a follower to do something they really don't want to do*, roll +Loyalty: **on a 10+**, they do it, now; **on a 7-9**, they do it, but Judge chooses 1 from the list below.

- Decrease the follower's Loyalty by 1
- They complain loudly, and demand something in return
- Caution, laziness, or fear makes them take a long time

DO THEIR THING

When you *have a follower do something chancy within the scope of their tags or moves*, roll +Quality: **on a 10+**, they do it, as well as one could reasonably hope; **on a 7-9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the Judge what).

CALL FOR ASSISTANCE

When you *make a move that calls for a roll and a follower helps with that move*, you take +1 to that roll, but that follower is exposed to any risks or consequences of the move.

If the follower is helping you on a move that inflicts damage, roll their damage die alongside yours and use the higher die.

PAY UP

When you *compensate a follower for their efforts by paying their Cost*, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after you and your follower have both Made Camp and had a restful night of sleep.

WATCH THEM GO

When you *have a follower with -3 Loyalty*, they betray or abandon you at the next opportunity.

TRAVEL & EXPLORATION MOVES

These moves become available whenever you move a significant distance, either above or belowground.

A **Danger** is anything that poses a threat to the party (monster, trap, extreme weather, etc.); a **Discovery** is anything of interest that does not pose an immediate threat (fellow travelers, ancient ruins, a passing beast that ignores the party, etc.). When introducing a Danger or Discovery, the Judge should always follow the Principle to ask, say, or roll. *Book 3: Overland & Underworld* contains extensive tables for generating Dangers and Discoveries.

TAKE THE WELL-BEATEN WAY

When you *travel by a known or safe route*, even through dangerous territory, ask the Judge how long it should take to reach your destination, and roll +nothing: **on a 10+**, you reach your destination without mishap, and the Judge describes a thing or two you see along the way; **on a 7-9**, you will reach your destination without mishap, but at some point along the way the Judge chooses 1 from the list below; **on a 6-**, *do not* mark XP, and the Judge makes a move.

- You encounter a Discovery (which may distract you from your destination)
- Someone of the Judge's choosing must **Keep Company** with someone else

If you're not waylaid, you reach your destination, and choose someone to **Manage Provisions** for the trip.

VENTURE FORTH

When you *set out into dangerous or unfamiliar territory*, your starting point is a juncture. Say which way you're going from there, and what you're looking for—that's your destination (default is the next point of interest, but perhaps you're seeking a safe campsite, a particular landmark, etc.). Then, decide whether you're going to move ahead quickly, cautiously, or taking care to ensure the way back is safe.

When you *move ahead quickly*, the party member with the lowest Dexterity rolls +DEX: **on a 10+**, you'll reach the next juncture in record time; **on a 7+**, choose 1 from the list below.

When you *move ahead cautiously*, choose a scout to roll +WIS: **on a 10+**, you get the drop on whatever lies ahead; **on a 7+**, choose 1 from the list below.

When you *move ahead while taking care to ensure the way back is safe*, choose someone to roll +INT: **on a 10+**, the route back to the last juncture is indeed *safe*, until the Judge deems otherwise; **on a 7+**, choose 1 from the list below.

- You make a Discovery along the way
- You notice something useful about the environment—work with the Judge to describe it
- You choose one other party member to **Keep Company** with someone else

When you *Venture Forth and roll doubles*, the Judge introduces a Danger (in addition to the usual result).

If you're not waylaid, you reach a next juncture of the Judge's choosing (which might be your destination, or merely one step closer to it).

MAKE CAMP

When you *settle in to rest*, mark 1 duration on all active durations and choose one member of the party to **Manage Provisions**. If you're bedding down in dangerous territory, decide on a watch order.

Then, the Judge chooses one person to roll +WIS during their watch: **on a 10+**, you take +1 forward to **Stay Sharp** until morning; **on a 7-9**, the Judge chooses 1 from the list below.

- You make a Discovery near the campsite
- Your sleep tonight will not be restful—ask the Judge why
- You **Keep Company** with yourself, or with the person before or after you in watch order (your choice)

When you *Make Camp and roll doubles*, the Judge introduces a Danger (in addition to the usual result).

When you *wake from at least a few hours of restful sleep*, and you ate and drank the night before, you heal 1 +CON points (minimum of 1), applicable to hit points and/or ability points of your choice, excluding Luck.

STAY SHARP

When you *are on watch and something approaches*, roll +WIS: **on a 10+**, you notice in time to alert everyone and prepare, granting all party members +1 forward; **on a 7-9**, you react in time to sound the alarm, but that's about it.

FORAGE

When you *spend a day seeking food in the wild*, roll +WIS: **on a 10+**, gain 1d4 rations, and 1d4 additional rations if you have the gear to hunt or trap; **on a 7-9**, the 10+ result applies, but you must first deal with a Discovery or Danger (Judge's choice).

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, the party consumes the expected amount of rations.

- Careful management reduces the amount of rations consumed by 1
- Decent grub and camaraderie grants everyone +1 forward

The expected amount of rations is 1 per person if you're **Camping**, 1 per person per day if you **Took the Well-Beaten Way**.

KEEP COMPANY

When you *spend significant time with others in close quarters or on the road*, choose one traveling companion and say what ability you use to help you find common ground with them. If the Judge agrees with your choice of ability, ask your companion a question about one subject:

- Their past
- Their heritage
- A place they've been
- Their current intentions
- Their feelings about a person or thing

Then, roll +your chosen ability: **on a 10+**, play out the conversation to a positive end, and each of you takes +1 forward to **Help** or **Hinder** the other; **on a 7-9**, they will answer as they see fit, and you must answer a question from them in return; **on a 6-**, mark XP, and describe what caused the conversation to go badly. You must make amends before you can **Keep Company** with this particular companion again.

When you *Keep Company with yourself*, choose 1 of the subjects above and share your private thoughts about it. Then, take +1 forward to the next time you act on those thoughts.

SETTLEMENT MOVES

These moves become available whenever you spend time in a village, town, city, or other settled community.

ACQUIRE

When you *go looking for something specific and uncommon*, say who you ask about it and roll +CHA: **on a 10+**, they know where you can find it, and it can be had for a fair trade; **on a 7-9**, the Judge chooses 1 from the list below:

- It'll cost more than expected
- You find a poor substitute
- You can get it, but only if you jump through some hoops first
- It was on hand until just recently, when someone else acquired it

FIND A BUYER

When you *look to turn art objects or other valuables into coin*, roll +Size: **on a 10+**, someone will take it off your hands, but you'll need to Negotiate on price; **on a 7-9**, no one's buying today, but you can try again next week.

SETTLEMENT TYPE	SIZE
Hamlet	-2
Village	-1
Town	0
Large town	+1
City	+2

SIGN UP

When you *start a new character from scratch after your previous character died*, roll them up as usual. Then, for each Stash circle you had marked off on your previous character, gain 1 XP or 10 silver pieces (your choice). Finally, **Level Up** as many times as your XP dictates, and use your silver to purchase gear.

BANK IT

When you *stash treasure*, for each 100 silver pieces worth of loot you put away, mark 1 XP and mark 1 circle on your Stash. Once you stash treasure, you no longer have access to it. You may stash a valuable, even if you don't know how much it's worth; the Judge will tell you how many XP and boxes to mark after you've socked it away.

When you *die*, your final score is the number of boxes checked in your stash box.

When you *mark your last Stash box*, you've saved up enough to satisfy all your worldly needs, or those of the cause which you serve. Tell everyone how you spend your Stash and retire with the satisfaction of having lived to tell the tale.

PASS TIME

When you and your companions *spend one week of downtime in a settlement*, each of you pays one week's cost of living, and a volunteer rolls +Peace: **on a 10+**, nothing unusual occurs, and you may each make any downtime move; **on a 7-9**, you may each make any downtime move, but a settlement event occurs at the end of the week; **on a 6-**, do not mark XP, and a settlement event occurs 1d6 days into the week. A settlement event always centers on the person who volunteered to roll.

FOOD & LODGING	COST
Camping/squatting	0 sp
Poor	6 -CHA sp
Modest	12 -CHA sp
Comfortable	24 -CHA sp

SETTLEMENT TYPE	PEACE
Hamlet	+2
Village	+1
Town	0
Large town	-1
City	-2

DOWNTIME MOVES

These moves become available when you **Pass Time**.

CRAFT

When you *spend one week of downtime making something*, you first need to **Establish** that you can do it and gather the necessary supplies. Use the Marketplace price list to estimate the cost of supplies and progress countdown length of a given project (rounding up in both cases):

Cost of 1 use of supplies = item cost/5
Progress countdown = item cost/10

Then, mark 1 use of supplies and roll...

...+STR if it requires brute strength
...+DEX if it requires a delicate touch
...+INT if it requires intense focus
...+WIS if it requires good intuition

On a 10+, mark 1 progress, and choose 1 from the list below; **on a 7-9**, mark 1 progress.

- **Fast work:** mark 1 additional progress
- **No waste:** regain 1 use of supplies
- **High quality:** item gains the *fine* tag

When you *mark the last point of progress*, the item is finished; add it to your gear.

RECOVER

When you *spend one week of downtime resting*, you heal hit points and/or ability points according to your lodging:

LODGING	POINTS HEALED
Camping/squatting	2d4 +CON
Poor lodging	2d6 +CON
Modest lodging	2d8 +CON
Comfortable lodging	2d10 +CON

When you *Recover in the care of a skilled healer*, double the result of your roll.

RESEARCH

When you *spend one week of downtime gathering information*, say what you're looking for and roll...

...+INT to pore over written materials
...+WIS to keep an ear to the ground
...+CHA to charm and cajole the locals

On a 10+, the Judge will tell you whatever you want to know, within the limitations of your approach and local resources; **on a 7-9**, the Judge will tell you something useful, and you choose 1 from the list below.

- Your queries draw unwanted attention
 - Whatever you learn is accompanied by an unwelcome truth
 - What you find is but a crumb in a longer trail—ask the Judge how you can go about learning more
-

TRAIN

When you *spend one week of downtime honing your skills*, choose which ability score best represents what you're doing, and roll +that ability: **on a 10+**, burn 1 point of the chosen ability and mark XP; **on a 7-9**, burn 1d4 points of the chosen ability and mark XP.

WORK

When you *work a job*, ask the Judge which ability score is best suited to that job, and roll +that ability: **on a 10+**, you outperform expectations and earn bonus pay; **on a 7-9**, you earn the standard amount.

JOB	STANDARD	BONUS
Unskilled laborer	8sp/week	+1d4sp
Skilled laborer	12sp/week	+1d6sp
Specialist	18sp/week	+1d8sp

Note that you'll need to find employment before you can work a job. Ask the Judge how you might go about doing that.