PATH

COMMANDER

- ● You lead a warband with +4 strength. Roll +strength when you command your warband to *Face Danger*, *Secure an Advantage*, *Compel*, or *Battle*. When you face the negative outcome of any move, you may suffer -1 strength as the cost. When you *Make Camp* or *Sojourn* and score a hit, take +1 strength. While at 0 strength, this asset counts as a debility.

- ○ You may dispatch scouts from your warband to *Gather Information* or *Resupply*; if you do, roll +strength.

- ○ Once you *Forge a Bond* with your warband, take +1 momentum on a hit when you leverage a warband ability.

0	+1	+2	+3	+4

PATH

FATED

- ● When you *Face Death* or *Face Desolation* while your epic background vow is unfulfilled, it is not yet your time. Instead of rolling, you may take an automatic strong hit. If you do, this asset counts as a debility (and you no longer have this protection) until you next *Reach a Milestone* on the background vow.

- ○ When you *Reach a Milestone* on your background vow, take +2 momentum or +1 spirit.

- ○ For every two boxes filled on your background vow progress track, take 1 experience. When you *Fulfill Your Vow*, your fate is at hand. Envision your final sacrifice and reroll any dice.

PATH

LOREKEEPER

- ● You are the bearer of a mystical archive. When you *Secure an Advantage* or *Gather Information* using lore recalled from your studies, add +1. If you have a few hours to search the archive, add +2. On a hit, envision the obscure but helpful knowledge you put to use (*Ask the Oracle* if unsure), and take +1 momentum.

- ○ When you learn of a site or object holding lost knowledge, and *Swear an Iron Vow* to recover it for the archive, reroll any dice. When you *Fulfill Your Vow* and mark experience, take +1 experience.

- ○ One time only, you may browse the archive's forbidden depths. If you do, raise your wits by 1 and roll an action die. On 1-3, you must also mark corrupted or *Face Desolation* (ignoring momentum).

IRONSWORN

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