

INVENTORY

10 slots · bulky = 2 · petty = 0 · checked square = Fatigue · all slots filled = 0 HP

GOLD

1	<input type="checkbox"/>	2	<input type="checkbox"/>
3	<input type="checkbox"/>	4	<input type="checkbox"/>
5	<input type="checkbox"/>	6	<input type="checkbox"/>
7	<input type="checkbox"/>	8	<input type="checkbox"/>
9	<input type="checkbox"/>	10	<input type="checkbox"/>

PETTY ITEMS

Take no slots · bag of coins under 100gp is petty

1	2
3	4
5	6
7	8

BACKGROUND DETAILS

Items, skills & abilities rolled from your Background tables

1	2
3	4
5	6

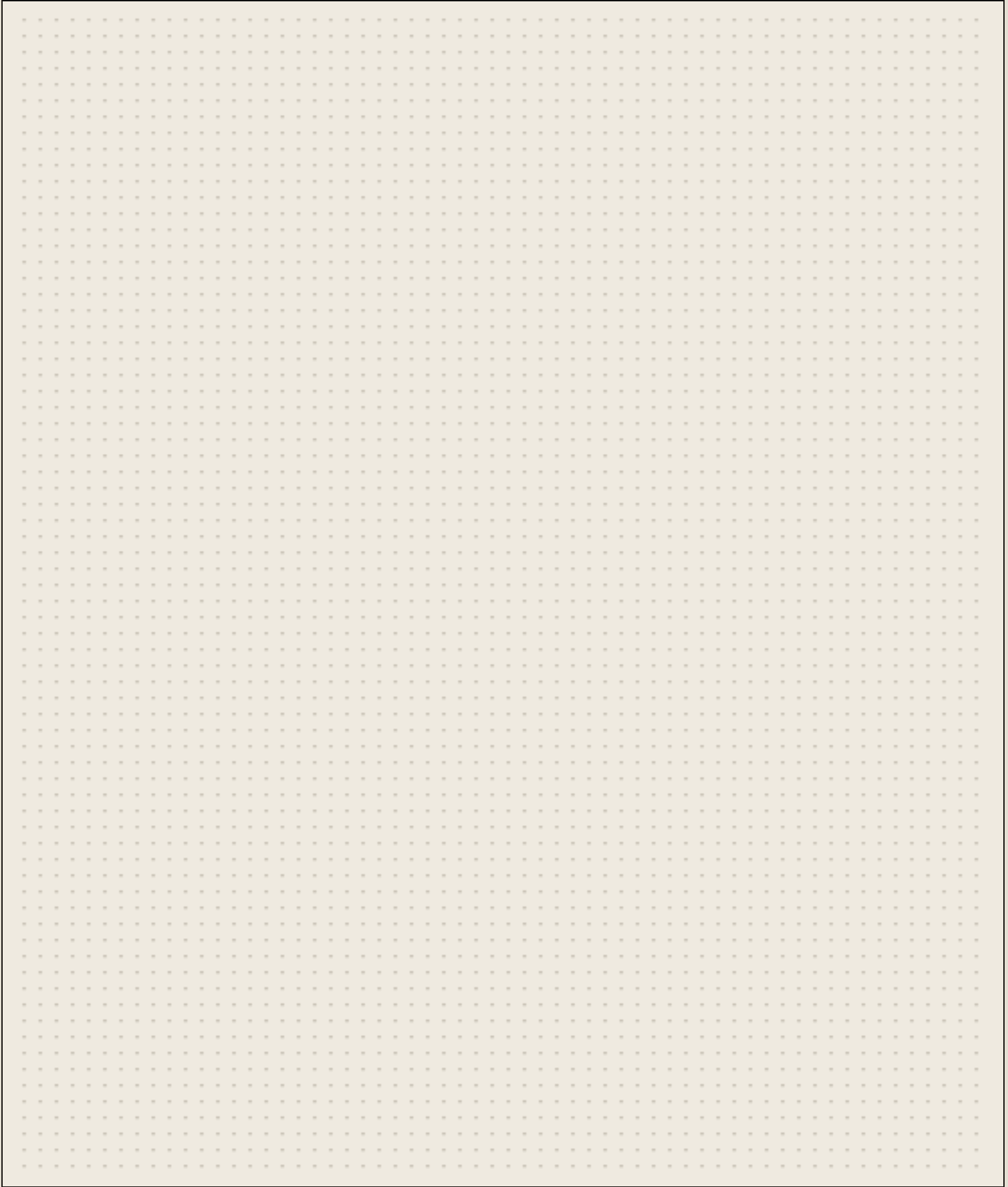
ITEM NOTES

Damage dice · armor value · spellbook effects · relic recharges · bond items

Grid area for item notes.

NOTES

Sessions · landmarks · companions · secrets · dangers survived



THE HIRELING

Roll 3d6 per attribute · 1d6 HP · pay daily wages or risk desertion

NAME 	ROLE 	PAY (GP/DAY)
STRENGTH /	DEXTERITY /	WILLPOWER /
HIT PROTECTION /	ARMOR 	DEPRIVED <input type="checkbox"/>

EQUIPMENT

10 slots · bulky = 2 · petty = 0 · checked square = Fatigue

1 <input type="checkbox"/>	2 <input type="checkbox"/>
3 <input type="checkbox"/>	4 <input type="checkbox"/>
5 <input type="checkbox"/>	6 <input type="checkbox"/>
7 <input type="checkbox"/>	8 <input type="checkbox"/>
9 <input type="checkbox"/>	10 <input type="checkbox"/>

PETTY ITEMS

Take no slots

1	2
3	4
5	6

TRAITS & NOTES

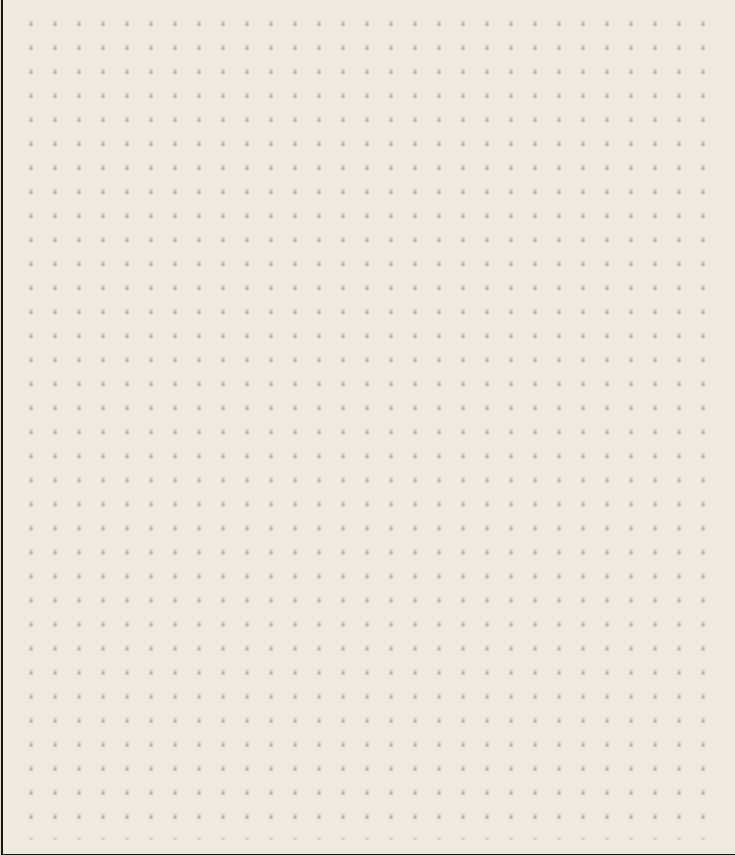
Personality · loyalty · hired by · backstory · who they answer to

A grid of dots for taking notes.

CAIRN 2E · PARTY ROSTER

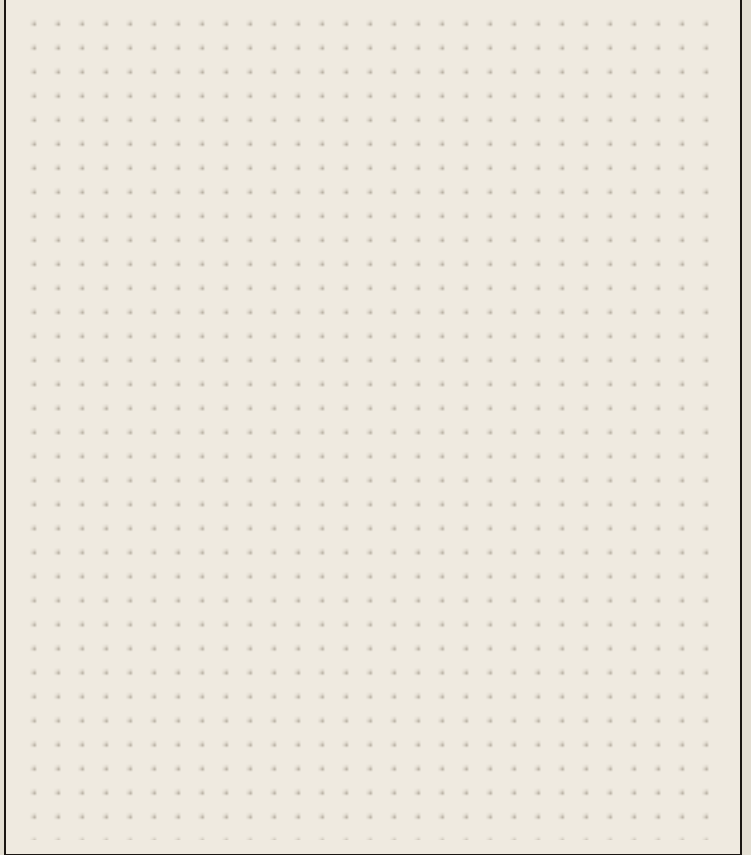
PARTY ROSTER

Members · marching order · watch rotation



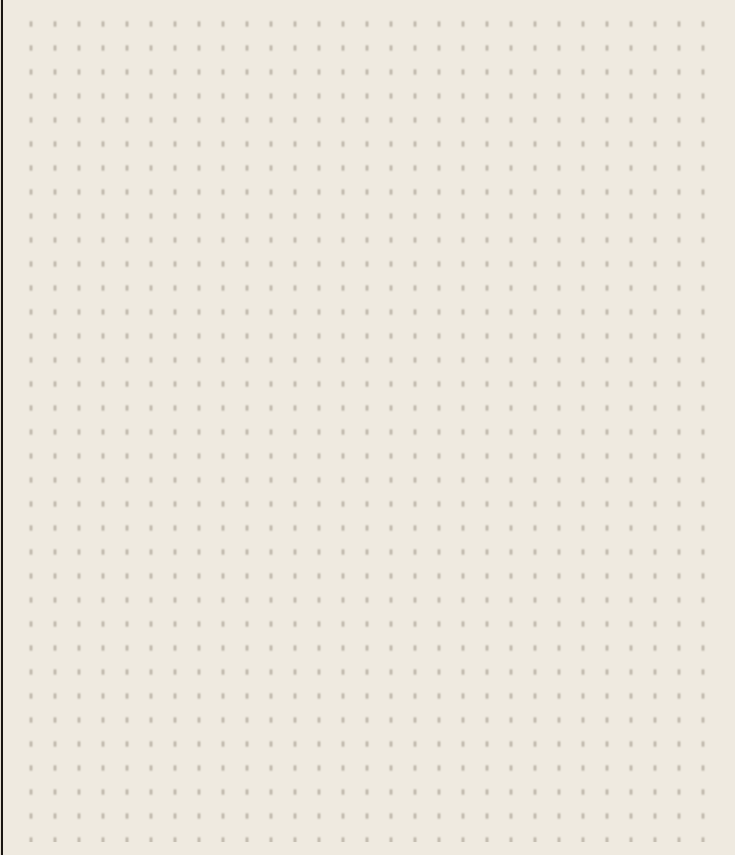
SHARED RESOURCES

Lantern · rations · party gold · treasure pool



ALLIES & ENEMIES

NPCs met · factions · debts owed and owed to



LOCATIONS & LORE

Places visited · rumors · secrets discovered

