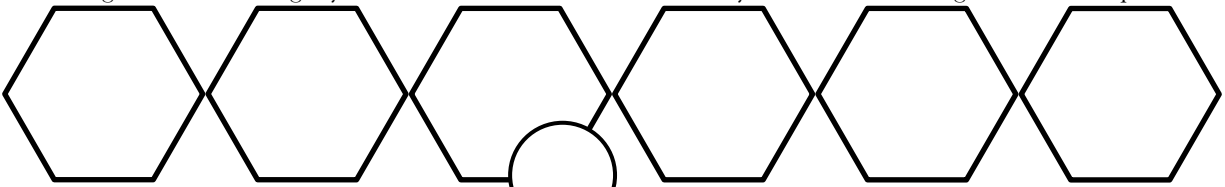


Central Oregon Expeditionary Adventuring Company

Umiyid Campaign Character Sheet

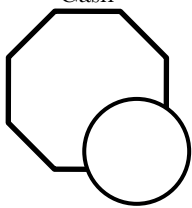
Might Agility Presence Acuity Knowledge Discipline



Circles

Name

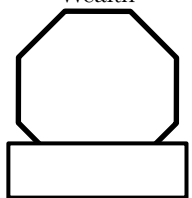
Cash



Businesses

Current HP Max HP

Wealth



Lifestyle

Classes

Boons

Class Resource(s)

Spells and Other Abilities

Down and Out Table

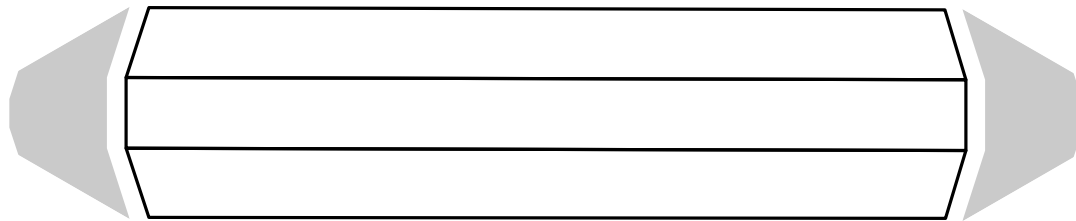
Result	Consequences
2	Learning Opportunity: Gain 1 XP
3	Resilience: Gain +1 max HP
4	Trauma: Permanently lose one point from a random Ability
5	DEATH, PAINFUL AND GRISLY
6	Lingering Wound: Lose 2 max HP
7	Injured: Roll -1D on all tests and saves until the end of the session
8	Lingering Wound: Lose 2 max HP
9	DEATH, PAINFUL AND GRISLY
10	Trauma: Permanently lose one point from a random Ability
11	Resilience: Gain +1 max HP
12	Learning Opportunity: Gain 1 XP

Cash Obstacle Rating by Target Town Ability Rank

Type / Next Rank	1	2	3	4	5	6	7	8	9	10
Circles	1	2	3	4	5	6	—	—	—	—
Wealth	2	3	5	6	8	9	11	12	14	15
Businesses	2	4	6	8	10	12	14	16	18	20
Stronghold	10	12	14	16	18	20	—	—	—	—

Central Oregon Expeditionary Adventuring Company

Umiyid Campaign Inventory Sheet



Fast Inventory (3 Slots)

Personal Inventory				Supply Train	
Item				Hirelings (3 Slots)	
Essential Adventuring Supplies: Practical Clothes and Cloak Thick Blanket Large Backpack Small Sack Flint and Steel Waterskin/Canteen Survival Knife Trail Rations		<i>Carried*</i>	<i>Camp</i>		
		<i>Town</i>			
	Torches (d)	X			
				Pack Animals (6 Slots or a Wagon or a Rider + 2 Slots)	
				Wagons (6 Slots)	

* Carry/Wear 8 Slots