















Name






















Record keywords and notes on the reverse.





















Free Company Traits



















Chapter	Story	Ambushed	Special Rules	Unique Item	Encounter
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-  **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





























































Hardcore



Company Allies

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













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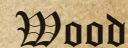




Hardcore



Company Allies

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