



Free Company

Name

Record keywords and notes on the reverse.

Free Company Traits

- **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 / 4

1/2/3 redraws on Survival Checks.

Quick-Witted

Quick Write

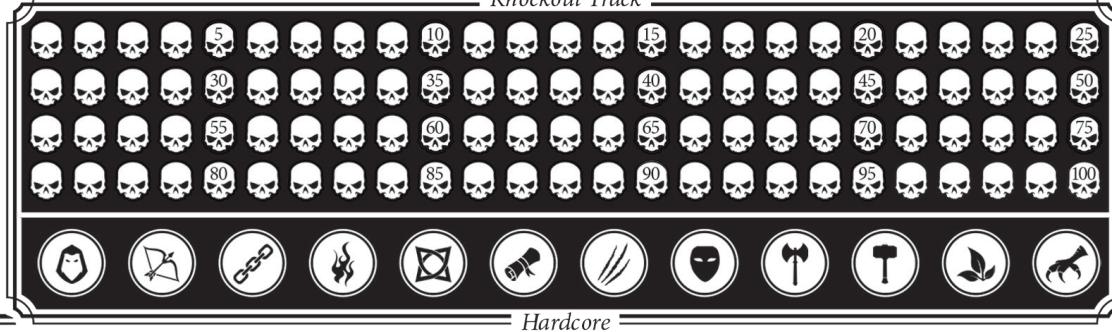
Comradery

Comrades
Allies enter play with 2/3/4 Redraw
or Empowered x3 Tokens.

 Comradery

Allies enter play with 2/3/4 Redraw or Empowered x3 Tokens.

Knockout Track



City

Company Allies

Wood



Free Company

Name

Record keywords and notes on the reverse.

- Free Company Traits

- **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



City

Company Allies

Wood