

CHRONICLES OF THE OUTLANDS CHARACTER RECORD SHEET

Name: _____
Level: _____ **Make Rolls:** _____ **Wounded?** _____ **Purse?** _____ **Warped Talley:** _____
Languages: _____

TRAITS/SKILLS

Nobility (Bold)	Artisan (Clever)	Legion (Energetic)	Traveller (Gifted)	Monastic (Methodical)	Farmer (Rugged)
Briber Courtly Graces Duelist Equestrian Pugilist Rabble-Rouser	Armor-Smithy Forger Gambler Goldsmith Minstrel Prestidigitation Tinker	Artillerist Berserker Bowman Cartographer Man-at-Arms Tormentor	Acrobat Delver Hunter Mountaineer Pickpocket Slave Driver	Apothecary Engineer-Sapper Linguist Mariner Occult Scholar Spy Steward	Barber/Chiurgeon Brawler Farrier/Breeder Horticulturist Houndsman/Beasts Grit-Fortitude

SWAGGERING TECHNIQUES*

	Personal	Blade	Mount	Magic
A	Battle Cry	Ingenious	Beautiful	Demigod
B	Better Valor	Mucilage	Winged	Psionics
C	Charismatic Style	Bounding	Agile	Geomancy
D	Chiasmic Actions	Fantastic	Mystical	Telekinesis
E	Concentration	Eminent	Serene	Precognition
F	Disarming Blow	Knightly	Radiant	Demonic
G	Crushing Blow	Defender	Empyrean	Celestial
H	Effective Spurning	Lithe	Hefty	Necromancy
I	Feigns	Heirloom	Essential	Illusions
J	Ferocity	Herculean	Replenishing	Shape Shifting
K	Heroic Swordplay	Scintillating	Resolute	Pyrotechnics
L	Hilt Punch	Biting	Pure	Conjunction
M	Irregular Tricks	Hellish	Vibrant	Hexes
N	Killer Instinct	Impetus	Lucid	Voltaic
O	Mastery Of Shield	Amalgam	Carapace	Animate Objects
P	Repartee	Paladin	Talking	Thought Control
Q	Seize Swordarm	Meshed	Sturdy	Paralysis
R	Speed & Guile	Gladiatorial	Fleet	Spirit Guide
S	Uncontested Dagger	Scheming	Ominous	Power Words
T	Wrestling Holds	Golden	Inexorable	Cosmic

Bio/Notes:

* Longboat Swaggering Techniques are shared/common between the entire party. See "Longboat Record Sheet."

DIE MODIFIERS TOGGLE

Fury +2	Tactics +1	Quest +1	Command +1 or 2
Catbird +3	Pinned -1	Shaken -2	

Fury Pip x2 -- Choice to kill a half D8 enemies (one Large+) or grant someone else the Fury Pip.

Catbird Seat x2 -- Choice to kill a half D8 enemies (one Large+) or gain a Tactics Pip.

Command Pip x2 -- Gives everyone Catbird Seat.

Tactics Pip x2 -- Doubles the enemy losses inflicted by the party for rest of combat.

Reminder of Swaggers Bonus for Calc/Recitation

1-2 of category (none), 3-6=+1 dice, 7-9=+2 dice, 10-13=+3, 14=+4

IGNOBLES	0	1	2	3	4	5	6	7	8
Skills/lvl	1	1	2	2	2	3	3	3	4
Adventure/Travel/Intrigue									
Bard's Tale/Fame/Triumph									
Battle/Military/Strategy									
Crafty Deeds/Cunning/Skills									
Magic/Monstrosity									
Desires Fulfilled/Profit/Power									
Prudence/Forethought									
Growth/Leadership									
Heroics/Audacity/Wounds									

Task Resolution Chart (2d8)

Degree of Difficulty	Level of Character			
	0-3	4-5	6-7	8
Routine	Automatic Success			
Out of Ordinary	7	5	4	3
Difficult	12	10	7	5
Tasking	14	12	9	7
Near Impossible	16	15	14	12
Impossible	Never, not even by make-roll			

Current Mission Notes.

Ignobles 0:

Bold: Each level advancement select one personal Swaggering; or lock an understood Swaggering as *Glorious*. Ignore the first forced Escape Method Surrender from failed events. Sacrifice, once per adventure, any Swaggering (including Longboat, not *Glorious*) to gain Fury Pip for one situation/battle. This bonus must be declared before rolling. Character is Shaken for one round, not for duration of combat.

Clever: Each level advancement gain an extra skill (must have the corresponding Trait). Party shall collectively count the Clever, and Ignore one lost Swaggering forced Irregular or Quest Pip penalty each adventure per Clever character. Unlike other traits, there is no option to pass and accept the foul result. A single bad result that effects multiple player characters counts as a single event to cancel.

Energetic: Gain Fury Pip bonus for any one situation or battle each adventure. This need not be taken at the start of the fight. The bonus does not require a Swaggering sacrifice.

At level five, the Trait will additionally create a Command Pip bonus anytime in a single combat.

Gifted: Each level advancement gain one Wizardry, Blade or Mount Swaggering, or lock an understood Swaggering as *Glorious*. Character may sacrifice, once per adventure, any Swaggering (including Longboat, not *Glorious*) to cancel a forced Warped Outcome. Result may be gifted to another player.

Methodical: At the start of any adventure, add one longboat Swaggering for every Methodical character. Swaggering do not lock as *Glorious*. Character may also ignore defensive modifier of enemy once each adventure. At level five, character may gain Catbird Seat at start of one battle during an adventure.

Rugged: Ignore the first Vicious each adventure. At level five, this trait may instead be used to cancel anyone's wound.

Copy Past Mission Notes here.

CHARACTER GENERATION. Pick Starting TRAIT/BACKGROUND + 1d8

BOLD	NOBILITY	GIFTED	TRAVELER
1	+ any other	1-4	+ Clever & Methodical
2-4	+ Energetic and any other Trait	5-8	+ Bold, Energetic & Rugged
5	+ Clever, Energetic, Rugged	ENERGETIC	LEGIONARRE
6	+ Energetic, Methodical, Rugged	1-4	+ any Trait
7	+ Energetic, Rugged & any other	5-6	+ any two Traits
8	+ any three Traits.	7	+ any three Traits
CLEVER	ARTISAN	8	+ any four Traits
1	+ Bold & Energetic	Methodical	MONASTIC
2	+ Bold & Gifted	1-2	+ Clever
3	+ Bold & Methodical	3-6	+ any Trait
4	+ Bold & Rugged	7-8	+ any two Traits
5	+ Energetic and Gifted	RUGGED	FREEHOLD FARMER
6	+ Energetic and Methodical	1	+ Energetic
7	+ Energetic & Rugged	2-7	+ Energetic & any Trait
8	+ Bold, Energetic & any other Trait.	8	+ Energetic & any three Traits

INITIAL SKILLS (1d8)

- Three skills in background; character starts with yet one more Trait. Having all six, you may find, is a mixed blessing.
- One skill in background and two skills outside of character's background; character must still have the designated Trait.
- Two skills in background and one skill outside of character's background; character must still have the designated Trait. Additionally, speak an extra language.
- One skill in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.
- Two skills in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak an extra language.
- Three skills in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.

- 7 Two skills in background, three skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.
- 8 Three skills in background, three skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.