

INVENTORY for _____

The stuff you have with you on this expedition. Change it each time you Outfit. Have What You Need to replace a “? ? ?” or a “?” with an actual item.



light load		_____

normal load		_____

heavy load		_____

Light load: easy to move about, quick & quiet

Normal load: weighed down, tend to make noise

Heavy load: noisy, hot, slow, quick to tire

Tiny Items

3 *small* items per slot ☉ 2 slots per *big* item

OUTFIT

When you *prepare for an expedition*, decide if you're carrying a *light*, *normal*, or *heavy* load—this tells you how many slots you have available. Fill your slots with items from...

- ☉ Your possessions (*inside your playbook, or below*)
- ☉ Your steading's Prosperity list (*see reverse*)
- ☉ The Trade & Barter move

Tell the GM what you're bringing, and answer their questions about your gear and where you got it.

- ☉ In each blank, available slot, write “? ? ?”
- ☉ In each slot holding one *small* item, add “? ?”
- ☉ In each slot holding two *small* items, add “?”

HAVE WHAT YOU NEED

When you *decide that you brought something with you*, replace the appropriate number of “?” in your inventory with the item you brought (“? ? ?” for most items, “?” for a small item, etc.). If the item is *tiny*, you can just add it to the Tiny Items section, as long there's room. You can only produce items from...

- ☉ Your possessions (*inside your playbook, or below*)
- ☉ Your steading's Prosperity list (*see reverse*)

Whatever you produce, it has to be something you could have conceivably been carrying all along. The GM or any other player can veto things that doesn't make sense.

YOUR POSSESSIONS

Stuff you own, even if it's not with you. See also the inside of your playbook (top right). Add anything special, valuable or unique you acquire below. Don't record common items from your steading's Prosperity list unless you want it here for reference.

<i>tiny small big</i> _____ ☐ ☐ ☐ _____	<i>tiny small big</i> _____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____
_____ ☐ ☐ ☐ _____	_____ ☐ ☐ ☐ _____

Coins, etc.

GEAR LISTS

When you **Outfit** or **Have What You Need**, you can pick items from the list matching your steading's current Prosperity or lower. For anything more else, you have to Trade & Barter.

☐ Prosperity -2: DIRT

- ⊙ **Arrows**, stone/copper (3 ammo, crude)
 - ⊙ **Club, adze, or mallet** (hand, crude)
 - ⊙ **Knife**, stone/copper (hand, crude, small)
 - ⊙ **Maul**, stone (close, 2-hand, forceful, awkward, crude, big)
 - ⊙ **Sling** & stones (far, reload, 3 ammo, crude, small)
 - ⊙ **Spear, long** stone/copper (reach, 2-hand, crude)
 - ⊙ **Spear, short** stone/copper (close, thrown, crude)
 - ⊙ **Staff**, wooden (close, 2-hand, crude)

 - ⊙ **Bandages** (4 uses, slow, small) When you **expend a use & tend to someone's wounds**, they heal 4 HP. They can't benefit from bandages again until they take more damage.
 - ⊙ **Torch** (area, reach, small)
 - ⊙ **Firewood** (big) enough to last all night

 - ⊙ **Small, crude stuff** wood bowl, clay pot, sack, etc.
 - ⊙ **Tiny, crude stuff** bone awl, chalk, rag, twine, etc.
-

☐ Prosperity -1: POOR

- ⊙ **Arrows**, bronze/iron (3 ammo)
 - ⊙ **Bow**, short (near, 2-hand)
 - ⊙ **Dagger**, iron/bronze (hand, precise, small)
 - ⊙ **Hatchet, mace, or hammer**, iron/bronze (close)
 - ⊙ **Maul**, iron/bronze (close, 2-hand, forceful, awkward, big)
 - ⊙ **Quarterstaff**, iron/bronze-shod (close, 2-hand)
 - ⊙ **Spear, long** iron/bronze (reach, 2-hand)
 - ⊙ **Spear, short** iron/bronze (close, thrown)

 - ⊙ **Hides**, thick (1 armor, warm, crude, big)
 - ⊙ **Shield**, wooden (close, +1 armor, crude, big)

 - ⊙ **Remedies** (3 uses, slow, small) When you **expend a use to prepare and administer the proper treatment**, your patient might recover from a disease, poison, or debility
 - ⊙ **Waterskin** (5 uses, small)
 - ⊙ **Provisions** (2 uses, ration, small) Tasty, but heavy and spoils easily.
 - ⊙ **Whisky, decent** 1 flask (2 uses, small) When you **expend a use & down a draught**, gain advantage on your next roll to act boldly.

 - ⊙ **Candle** (hand, tiny)
 - ⊙ **Oil-lamp** (area, close, requires oil, crude, small)
 - ⊙ **Oil jar**, for a lamp or lantern, useless as a weapon (3 uses, small)
 - ⊙ **Tinderbox** (slow, small)

 - ⊙ **Big stuff** quern stone, roll-out sledge, etc.
 - ⊙ **Small stuff** extra tunic, iron pot, a slate, etc.
 - ⊙ **Tiny stuff** needle, ball of wax, bow string, etc.
 - ⊙ **Other stuff** coil of rope, shovel, blanket, etc.
-

☐ Prosperity +0: MODERATE

- ⊙ **Arrows**, steel (3 ammo, 1 piercing)
- ⊙ **Ax**, iron/bronze (close, messy)
- ⊙ **Bow**, long (far, 2-hand)
- ⊙ **Crossbow** (far, +1 damage, reload, 2-hand)
- ⊙ **Flail**, iron/bronze (close, forceful, awkward)
- ⊙ **Spear, long** steel (reach, 1 piercing, 2-hand)
- ⊙ **Spear, short** steel (close, thrown, 1 piercing)
- ⊙ **Sword, short** iron/bronze (hand, close)
- ⊙ **Sword, arming** iron/bronze (close, +1 damage)
- ⊙ **Sword, long** iron/bronze (close, +1 damage, messy, 2-hand)

- ⊙ **Shield**, iron/bronze (close, +1 armor, big)
- ⊙ **Cuirass**, boiled leather (1 armor)
- ⊙ **Cloak**, wool (warm)

- ⊙ **Hound** (alive) A good dog
- ⊙ **Poultice** (3 uses, slow, small) When you **expend a use & tend to someone's wounds**, they heal 7 HP. They can't benefit from poultices again until they take more damage.

- ⊙ **Goat** (alive) When you **kill, butcher, and cook it**, it becomes 1d4+4 rations.
- ⊙ **Whisky, fine** 1 flask (2 uses, small) When you **expend a use & share a draught**, you gain advantage to Parley with them.

- ⊙ **Lantern** (area, reach, requires oil)

- ⊙ **Big stuff** gallon-barrel;
- ⊙ **Small stuff** inkpot, parchment, spike, file, etc.
- ⊙ **Tiny stuff** glass vial, a fine cloth, quill, salt, etc.
- ⊙ **Other stuff** prybar, a still, block & tacket, etc.