

CHARACTER SHEET

VIVERE DISCE, COGITA MORI - " DIE TO LIVE OR LIVE TO DIE. "

RESOLVE

CHARACTER NAME

INWARD CHARACTER TYPE

OUTWARD CHARACTER TYPE

TOOL & CURRENCY

PAST OCCUPATIONS

EXPERIENCE POINTS & HUBRIS SCORE*
(For hubris score your character from 1 to 10)

* *Hubris: A dangerous mix of excessive pride and foolish overconfidence.*

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117	118	119	120

If Challenge roll was 1 thru 6 shade 1 point, 7 thru 11 shade 2 points, 12 thru 15 shade 3 points and 16 thru 18 shade 4 points.

(Circle threshold point then shade boxes until reached.)

FERVOR

 PRINCIPLE OF THOUGHT

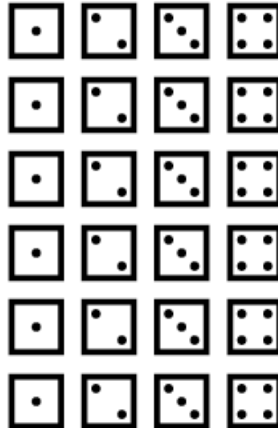
 RULE OF FORCE

 NATURE OF BEING

 WILL OF SPIRIT

 LAW OF RELATION

 UNITY OF LIFE



Circle dice for number assigned.

GRIT

MENTAL

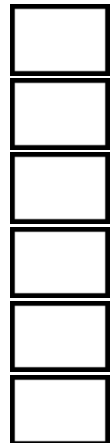
PHYSICAL

EMOTIONAL

SPIRITUAL

ENVIRONMENTAL

INTERPERSONAL



Shade boxes in Resolve when Challenge roll exceeds the target Grit category. If challenge roll does not exceed target Grit category than leave Resolve as is.

YOUR TOOL

Choose one.

LOGGING CHAIN: Used to hoist logs on to sleds.

PEAVEY: During the spring used to help drive logs down river and break jams.

AX: Used to fell trees.

TWO-BITTED AX: Used to fell trees and in clearing paths through forests (swamping).

BILL HOOK: Used to cut small shrubs and branches.

MAUL: Heavy wooden mallet used to drive wedges or for striking.

CHISEL: Used for cutting or splitting wood.

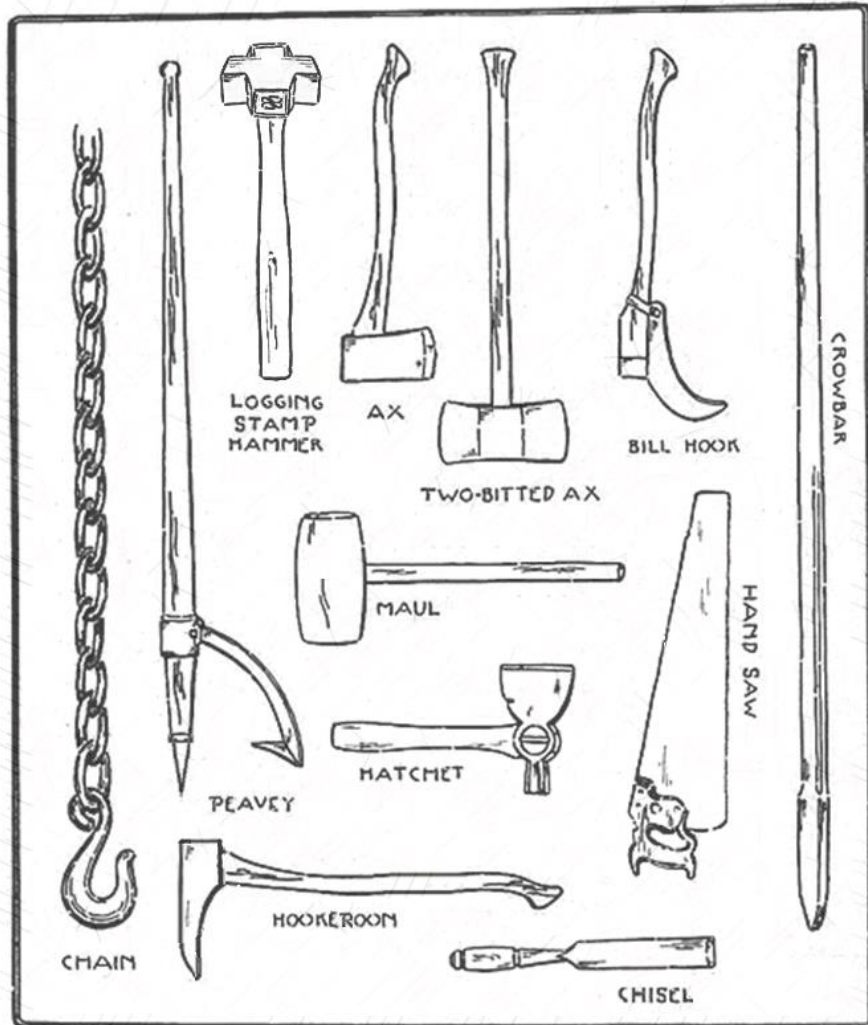
CROWBAR: Used as a lever to force apart heavy objects.

HAND SAW: Used to cut wood and trim off thick branches.

LOGGING STAMP HAMMER: Used for making marks on logs for the purposes of identification and to safeguard from theft by rival logging companies.

HOKERON: Used as a lever to turn over logs.

PICKEROON: Resembling the hookeroon, excepting for a narrower, more pointed head. The point is driven into a log or cord of wood so it can be moved. It saves the logger from stooping over to do so.



SURVIVAL SKILLS

Roll two dice and circle three of your character's survival skills. If playing as self, choose those that best reflect your own. Storyteller must approve choices if playing as self (order dice from lowest to highest).



- | | | |
|---|---|---|
| <input type="checkbox"/> Proper Hygiene | <input type="checkbox"/> Shelter Building | <input type="checkbox"/> Literacy |
| <input type="checkbox"/> Fishing | <input type="checkbox"/> Cooking | <input type="checkbox"/> Hunting |
| <input type="checkbox"/> First Aid | <input type="checkbox"/> Sewing | <input type="checkbox"/> Shelter Building |
| <input type="checkbox"/> Fire Starting | <input type="checkbox"/> Water Sanitation | <input type="checkbox"/> Cleaning |
| <input type="checkbox"/> Hunting | <input type="checkbox"/> Proper Hygiene | <input type="checkbox"/> Fire Starting |
| <input type="checkbox"/> Literacy | <input type="checkbox"/> Tying Knots | <input type="checkbox"/> First Aid |
| <input type="checkbox"/> Cooking | <input type="checkbox"/> Fishing | <input type="checkbox"/> Water Sanitation |

TRAGIC FLAW (HAMARTIA)

Roll two dice and circle your character's tragic flaw or if playing as self select one that best reflects your own. Storyteller must approve choice if playing as self (order dice from lowest to highest).



- You let a small detail, good or bad, determine your view on something.
- You hang on to things when you've put a lot of time or effort into them.
- The first thing you think of determines your entire view on something.
- You assume everyone knows what you know.
- You prefer ideas even if false if they agree with how you already think.
- Knowing more about anything makes you less sure about everything.
- You defend ideas, true or false, because they agree with your own view.
- You credit circumstances for your failures but yourself for success.
- The more your ideas are opposed the more strongly you believe in them.
- You often do the opposite of what you are told.
- If an idea, good or bad, is popular you tend to go along with it.
- You over anticipate the negative possibilities of an action.
- You think the past was perfect and the present and future deeply flawed.
- You think people notice and judge everything you say or do.
- You see others' faults as a result of their character but yours as a matter of circumstance.
- Whether you like someone shapes all opinions you have about him or her.
- You over anticipate the positive possibilities of an action.
- You judge something on how it is presented not on how it actually is.
- Since you like the idea of justice, you assume it exists for everyone.
- You unjustly prefer those who are like you or are part of your group.
- You believe a medicine or treatment works even if it does nothing.
- You wait for others to act in the event of an emergency.

BIGGEST FEAR

Roll two dice and circle your character's biggest fear or if playing as self choose one that best reflects your own. Storyteller must approve choice if playing as self (order dice from lowest to highest).

- | | | |
|--|--|---|
| <input type="checkbox"/> <input type="checkbox"/> Fire | <input type="checkbox"/> <input type="checkbox"/> Frogs | <input type="checkbox"/> <input type="checkbox"/> Ghosts |
| <input type="checkbox"/> <input type="checkbox"/> Being Buried Alive | <input type="checkbox"/> <input type="checkbox"/> Being Alone | <input type="checkbox"/> <input type="checkbox"/> Wolves |
| <input type="checkbox"/> <input type="checkbox"/> Thunder/Lightning | <input type="checkbox"/> <input type="checkbox"/> Rats | <input type="checkbox"/> <input type="checkbox"/> Returning Home |
| <input type="checkbox"/> <input type="checkbox"/> Closed Spaces | <input type="checkbox"/> <input type="checkbox"/> Snakes | <input type="checkbox"/> <input type="checkbox"/> Blood |
| <input type="checkbox"/> <input type="checkbox"/> Water/Drowning | <input type="checkbox"/> <input type="checkbox"/> Bridges | <input type="checkbox"/> <input type="checkbox"/> Tunnels/Caverns |
| <input type="checkbox"/> <input type="checkbox"/> Spiders | <input type="checkbox"/> <input type="checkbox"/> Heights | <input type="checkbox"/> <input type="checkbox"/> Strangers |
| <input type="checkbox"/> <input type="checkbox"/> Cliffs | <input type="checkbox"/> <input type="checkbox"/> Crowded Places | <input type="checkbox"/> <input type="checkbox"/> Being Lost |

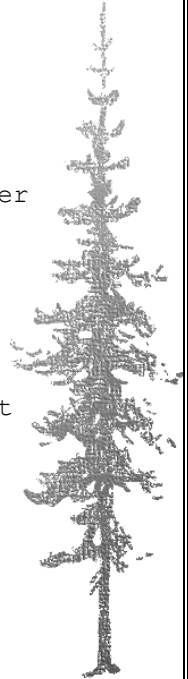
PAST OCCUPATIONS

In a past life maybe you were a cowboy or even an explorer, but what of your character's less exciting roles? These will, likewise, determine what other skills or knowledge player's characters are likely to have. Roll three dice three times and circle your character's other past jobs (order dice from lowest to highest).

- | | | |
|---|--|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cabinetmaker ⁸ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stable Keeper | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Physician | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Farrier ¹⁵ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sharecropper | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Barber | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mechanic |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gunsmith | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Miller |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lineman ¹ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hatter | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chimney Sweep |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Coppersmith | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wheelwright ⁹ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shoemaker |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ropemaker | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rat Catcher | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Printer |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Peddler ² | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tailor | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Street-Lamp Lighter |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Porter ³ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mason | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sadler ¹⁶ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stationer ⁴ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Carter ¹⁰ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cutler ¹⁷ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tobacconist ⁵ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Clerk | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Baker | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tallowmaker ¹¹ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Whitesmith ¹⁸ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Distiller | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Coachman ¹² | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blacksmith/Dentist |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bottler ⁶ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Train Conductor | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Miner |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fur Trader | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Constable | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Laborer |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Butcher | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Copyist ¹³ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Finder ¹⁹ |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Leather Worker | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gold/Silversmith | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cooper ⁷ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Druggist ¹⁴ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knocker-Up ²⁰ |
| | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Quarryman ²¹ |
| | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> YOUR CHOICE |

1. LINEMAN: A telegraph repairman and railway examiner.
2. PEDDLER: A traveling trader.
3. PORTER: A doorman or luggage carrier.
4. STATIONER: A bookdealer.
5. TOBACCONIST: A Tobacco retailer.
6. BOTTLER: A person who bottles beverages cider, wine, etc.
7. COOPER: A barrel maker.
8. CABINETMAKER: A furniture maker and repairman.
9. WHEELWRIGHT: A maker of wheels and carts.
10. CARTER: A cart pusher.
11. TALLOWMAKER: A person who works in animal fat to make candles and soap.
12. COACHMAN: A carriage or coach driver.
13. COPYIST: A written transcriptionist.
14. DRUGGIST: A pharmacist.
15. FARRIER: A person who shoes horses and acts as a veterinarian.

16. SADLER: A person who makes saddles.
17. CUTLER: A person who sell, repairs and makes scissors and knives.
18. WHITESMITH: A worker in tin, steel or iron who then polishes crafts to mimic silver.
19. FINDER: A person who is paid to locate missing items.
20. KNOCKER-UP: A person who worked before alarm clocks, by banging on doors or windows with a long pole to wake people up.
21. QUARRYMAN: A person who extracts stone from a quarry.



TO BE OR NOT TO BE?

Write down on the next page, or on a sheet of scratch paper, the names of each of your fellow players' characters and roll a die to see how your character feels about them:

- STRONGLY FAVOR ... FAVOR ... JUST OKAY WITH
 ANNOYED WITH ... DISLIKE ... STRONGLY DISLIKE

Discuss with your fellow players to create a backstory on what happened. Why does each character feel the way they do about the other? Did something happen at camp or was it during a past job? Refer to each one's character sheets for ideas.

