

Name: \_\_\_\_\_ XP: \_\_\_\_\_

Rank: \_\_\_\_\_ Gold: \_\_\_\_\_

Loyalty: \_\_\_\_\_ Class: \_\_\_\_\_

Hit Points S K I L L S Crrpt/Blss

Star Moon Sun

Score

Delves

INVENTORY

COMPANIONS


## CAMPAIGN REFERENCE

### CAMPAIGN TURN

- Update character sheet & score latest delve
- Evaluate gems (draw = points or heavenly gem)
- Add gold/XP (points x 100 = gp/xp) & check for advancement
- Rest and Recover (100gp/hp + wound & 1000gp/crrpt or curse)
- Maintain Party (F/T 1000gp, C 1500gp, M 2000gp, 500gp/+1 draw)
- Pay Expenses ((draw+rank) x 100gp = incidentals & 1000gp = resupply)

### ROLL CARDS TABLE

Mark results & re-roll repeats & results > 78 (erase to reshuffle)

#	Card	#	Card	#	Card	#	Card
1	A♠	21	A♦	41	P♠	57	0 / The Fool
2	2♣	22	2♦	42	Q♠	58	1 / The Magician
3	3♣	23	3♦	43	K♠	59	2 / The High Priestess
4	4♣	24	4♦	44	N♠	60	3 / The Empress
5	5♣	25	5♦	45	P♥	61	4 / The Emperor
6	6♣	26	6♦	46	Q♥	62	5 / The Hierophant
7	7♣	27	7♦	47	K♥	63	6 / The Lovers
8	8♣	28	8♦	48	N♥	64	7 / The Chariot
9	9♣	29	9♦	49	P♦	65	8 / Justice
10	10♣	30	10♦	50	Q♦	66	9 / The Hermit
11	A♥	31	A♣	51	K♦	67	10 / Wheel of Fortune
12	2♥	32	2♣	52	N♦	68	11 / Strength
13	3♥	33	3♣	53	P♣	69	12 / The Hanged Man
14	4♥	34	4♣	54	Q♣	70	13 / Death
15	5♥	35	5♣	55	K♣	71	14 / Temperance
16	6♥	36	6♣	56	N♣	72	15 / The Devil
17	7♥	37	7♣			73	16 / The Tower
18	8♥	38	8♣			74	17 / The Star
19	9♥	39	9♣			75	18 / The Moon
20	10♥	40	10♣			76	19 / The Sun
						77	20 / Judgement
						78	21 / The World