

CHARACTER SHEET

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

RESOLVE

 CHARACTER NAME

 INWARD CHARACTER TYPE

 OUTWARD CHARACTER TYPE

 TOOL

 SILVER

 EXPERIENCE POINTS

 HUBRIS SCORE (Score your character from 1 to 10)

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.)

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

FERVOR

 PRINCIPLE OF THOUGHT

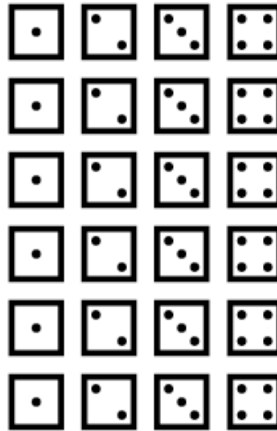
 RULE OF FORCE

 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.

SWEARING SUGGESTIONS

ADJECTIVES: CONSARN, BLASTED, GUTLESS, DADBURNED, LOP-EARED, INFERNAL, SPINELESS, LOWLY, TWO-FACED, LILY-LIVERED, MISERABLE, SORRY, PIE-EYED, CONFOUNDED, YELLOW-BELLIED, RAG-TAG, DIRTY, BOBTAILED, SHIFTLESS, INDOLENT, BOW-LEGGED, DOGGONE, BONEHEADED, LOWDOWN, SLIMY, BOTTLE-NOSED, WILD-EYED, SON-OF-A, HIGH-FALUTIN, ORNERY, SLACK-JAWED, NO-COUNT, IDLIN', CHICKEN-HEARTED, ROTTEN, COCKEYED, FEATHERWEIGHT, STINKIN', TWO-BIT, PIDDLIN', TRIFLIN', DESPICABLE, GOOD-FOR-NOTHING,

NOUNS: JINGLE-JACK, GREENHORN, TENDERFOOT, CLOD, OX, LUGGER-MUGGER, BLUNDERBUSS, GADABOUT, LOU, OAF, RAT, SNAKE-IN-THE-GRASS, INGRATE, CLOWN, RIFFRAFF, LOLLER, HALFWIT, YAHOO, DUNDERHEAD, DINGBAT, LUSH, GNAT, CUTTERCUSS, DO-NOTHIN', SKUNK, GALOOT, JACKANINNY.



YOUR TOOL

Choose one.

LOGGING CHAIN: Used to hoist logs on to sleds.

PEAVEY: During the spring used to help move logs down river.

AX: Used to fell trees.

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

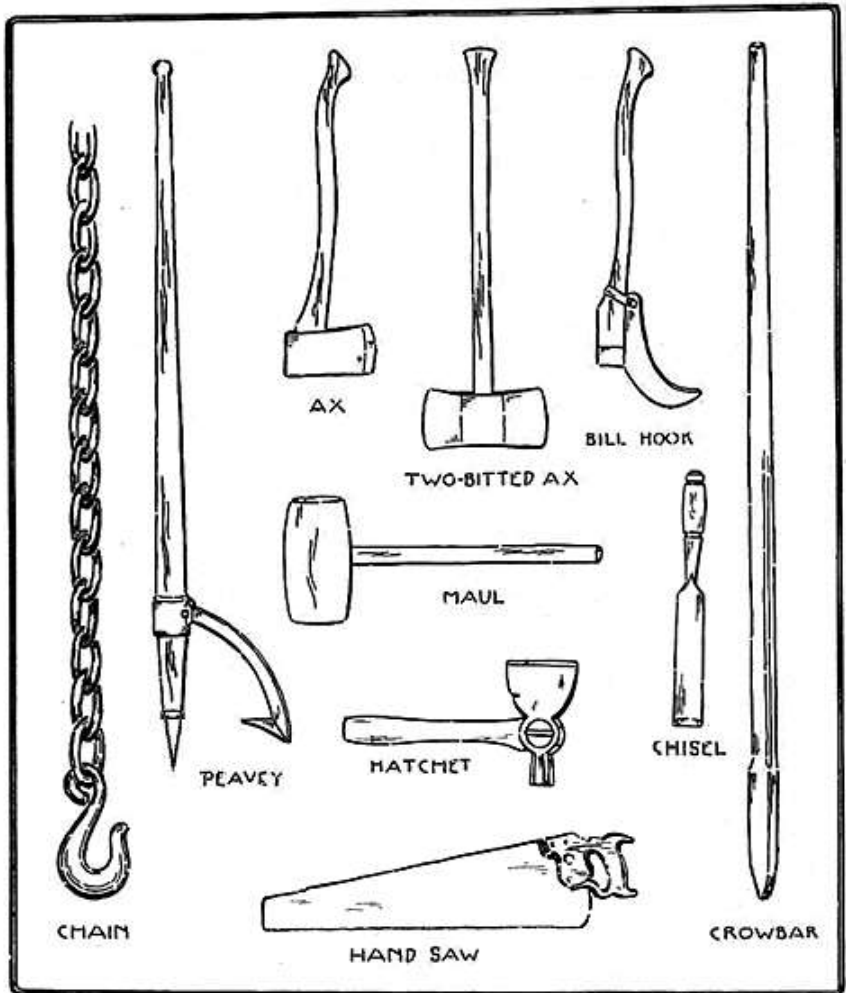
BILL HOOK: Used to cut small shrubs and branches.

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.



SURVIVAL SKILLS



Roll two dice and circle three of your character's survival skills or 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"/> <input type="checkbox"/> Proper Hygiene | <input type="checkbox"/> <input type="checkbox"/> Shelter Building | <input type="checkbox"/> <input type="checkbox"/> Literacy |
| <input type="checkbox"/> <input type="checkbox"/> Fishing | <input type="checkbox"/> <input type="checkbox"/> Cooking | <input type="checkbox"/> <input type="checkbox"/> Hunting |
| <input type="checkbox"/> <input type="checkbox"/> First Aid | <input type="checkbox"/> <input type="checkbox"/> Sewing | <input type="checkbox"/> <input type="checkbox"/> Shelter Building |
| <input type="checkbox"/> <input type="checkbox"/> Fire Starting | <input type="checkbox"/> <input type="checkbox"/> Water Sanitation | <input type="checkbox"/> <input type="checkbox"/> Cleaning |
| <input type="checkbox"/> <input type="checkbox"/> Hunting | <input type="checkbox"/> <input type="checkbox"/> Proper Hygiene | <input type="checkbox"/> <input type="checkbox"/> Fire Starting |
| <input type="checkbox"/> <input type="checkbox"/> Literacy | <input type="checkbox"/> <input type="checkbox"/> Tying Knots | <input type="checkbox"/> <input type="checkbox"/> First Aid |
| <input type="checkbox"/> <input type="checkbox"/> Cooking | <input type="checkbox"/> <input type="checkbox"/> Fishing | <input type="checkbox"/> <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 little detail, good or bad, determine your entire view on something
- You hang on to things simply because 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, true or false, because they agree with how you already think.
- Knowing more about anything tends to make you less sure about everything.
- You defend ideas, true or false, simply because they agree with your own view.
- You credit circumstances for your failures, but credit yourself for your 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 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 determines all judgements you make about them.
- You over anticipate the positive possibilities of an action.
- You judge something on how it is presented to you not on how it actually is.
- Since you like the idea of justice, you naturally 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 |



SIDE SKETCHES FROM *ROLF IN THE WOODS* BY ERNEST THOMPSON SETON

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PAST OCCUPATIONS

In a past life maybe you were a cowboy or even explorer, but what of your character's less exciting roles? Roll three dice three times and circle your character's other past jobs (order dice from lowest to highest).

☐☐☐ YOUR CHOICE

☐☐☐ Stable Keeper

☐☐☐ Sharecropper

☐☐☐ Gunsmith

☐☐☐ Lineman ¹

☐☐☐ Coppersmith

☐☐☐ Ropemaker

☐☐☐ Peddler ²

☐☐☐ Porter ³

☐☐☐ Stationer ⁴

☐☐☐ Tobacconist ⁵

☐☐☐ Baker

☐☐☐ Blacksmith/Dentist

☐☐☐ Bottler ⁶

☐☐☐ Fur Trader

☐☐☐ Butcher

☐☐☐ Leather Worker

☐☐☐ Cooper ⁷

☐☐☐ Cabinetmaker ⁸

☐☐☐ Physician

☐☐☐ Barber

☐☐☐ YOUR CHOICE

☐☐☐ Hatter

☐☐☐ Wheelwright ⁹

☐☐☐ Rat Catcher

☐☐☐ Street-Lamp Lighter

☐☐☐ Mason

☐☐☐ Carter ¹⁰

☐☐☐ Clerk

☐☐☐ Tallowmaker ¹¹

☐☐☐ Coachman ¹²

☐☐☐ Train Conductor

☐☐☐ Constable

☐☐☐ Copyist ¹³

☐☐☐ Gold/Silversmith

☐☐☐ Druggist ¹⁴

☐☐☐ YOUR CHOICE

☐☐☐ Farrier ¹⁵

☐☐☐ Mechanic

☐☐☐ Miller

☐☐☐ Chimney Sweep

☐☐☐ Shoemaker

☐☐☐ Printer

☐☐☐ Tailor

☐☐☐ Sadler ¹⁶

☐☐☐ Cutler ¹⁷

☐☐☐ YOUR CHOICE

☐☐☐ Whitesmith ¹⁸

☐☐☐ Distiller

☐☐☐ Miner

☐☐☐ Laborer

☐☐☐ Finder ¹⁹

☐☐☐ YOUR CHOICE

☐☐☐ Knocker-Up ²⁰

☐☐☐ Quarryman ²¹

☐☐☐ 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 LIKE ... ☐ LIKE ... ☐ 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.

SUGGESTED IDEAS FOR TACTICS/ACTIONS

PRINCIPLE OF THOUGHT
Tactics intended to bewilder opponent into retreat.

NATURE OF BEING
Tactics intended to intimidate opponent into retreat.

WILL OF SPIRIT
Tactics intended to compelled opponent into retreat.

- | | | |
|---------------------------------|-------------------------------|-----------------------|
| 1.) Misdirect | 1.) Battle Cry | 1.) Prayer |
| 2.) Feint | 2.) Stare Down | 2.) Sing Hymn |
| 3.) Corner | 3.) Statue Stance | 3.) Hold Relic |
| 4.) Follow in Zigzag | 4.) Charge and Stand Ground | 4.) Silent Mediation |
| 5.) Attack Around the Enemy | 5.) Twirl or Swing Weapon | 5.) Chant |
| 6.) Fallback into False Retreat | 6.) Beat Chest | 6.) Bless |
| 7.) Do the Unexpected/Unusual | 7.) Clank Items/Create Sparks | 7.) Recite Verse |
| 8.) Play Dead/Act Injured | 8.) Circle Opponent | 8.) Exorcise |
| 9.) Thought Transference | 9.) Laugh at Danger | 9.) Astral Projection |

RULE OF FORCE
Tactics intended to injure opponent into submission.

LAW OF RELATION
Tactics intended to exhaust opponent into submission.

UNITY OF LIFE
Tactics intended to appeal an opponent into submission.

- | | | |
|------------------------|----------------------------|----------------------------|
| 1.) Bare-Knuckle Punch | 1.) Throw/Shoot Projectile | 1.) Discuss / Animal Call |
| 2.) Dropkick | 2.) Dash | 2.) Make Offering |
| 3.) Choke Hold | 3.) Jump | 3.) Play Instrument / Sing |
| 4.) Smack/Chop | 4.) Roll | 4.) Persuade / Lure |
| 5.) Strike with Weapon | 5.) Climb | 5.) Mirror Body Language |
| 6.) Grapple | 6.) Backflip | 6.) Wave Handkerchief |
| 7.) Bodyslam | 7.) Cartwheel | 7.) Show Palms Forward |
| 8.) Bite and Pull Hair | 8.) Wall Flip | 8.) Beg / Kneel |
| 9.) Human Cannonball | 9.) Somersault | 9.) Mesmeric Trance |

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