

Five Leagues From the Borderlands Turn Tracker

Turn:

Preparation Stage (p.75)

Step 1: Local Event (p.76)	Effect	Quest (from wanderer for sure) <ul style="list-style-type: none"> - Location: New location in wilderness - Task: Perform the ritual
A star-lit night where the fairies sing	Waltom is <i>blessed</i> next battle	
Step 2: Hard Times (p.81)		
Pay Upkeep: __2__	Healing: reduce healing time by 1	
Step 3: Campaign Activities	Effect	
Hunting Expedition	Safira - find tracks that suggest activity. +1 ap	
Live off the land	Negate upkeep	
Step 4: Trade (p.85) - Settlement Only		
- Buy Common Goods (p.88) - Roll for Rare Goods (p.89) - Sell items for 1 GM each	Optional: Attempt Adventure Milestone - Gather Money - Invest in the Community	
n/a		
Step 5: Research (p.86)		
Roll for connections (p.86) (Optional)	QUEST!	
Optional: Adventure Milestone - Discover hidden location		
Step 6: Decide Adventure		
Travel to main citiies		

Adventure Stage (p.91)

Adventure Notes	i.e. location, encounter, contact type, quest task, quest foes, quest find, etc	Turn in 2 quests: <ul style="list-style-type: none"> - Add friend in treehollow - +4 marks (treehollow)

Travel Event (p.111)	Effect	- +1 mark +2 SP Geva
Uneventful		

Battle Encounter (p.121)								
Enemy	Total Number (Def battle +1, Raid on Camp +1, Raid on Hideout +2)							
Enemy Type	Num	Speed	Range	CS	Damage	Arm	Tou	Traits/Special

Resolution Stage (p.187)					
Step 1: Collect Adventure Points				Optional Adventure Milestone: Reduce Threats	
Step 2: Injuries and Flight (p.188)				Step 3: XP(p.193)	
Name	Casualty?	Injury	Recovery/Item	XP	Advancement
Garrik					
Safira					
Thalion					
Aldric					
Waltom					
Adara					
Step 4: Roll for Loot (p.196)			Step 5: Unusual Finds (p.190)		

Step 6: Settle In	Step 7: News Travels (p.191)	
	Monster has been spotted in the fog. Right near town?!	