

## Sandru's Caravan

Caravan/Campaign Name

**LEVEL 14**

<b>OFF</b> OFFENSE	7	=1+		+	3	+	3
<b>DEF</b> DEFENSE	5	=1+	1	+		+	3
<b>MOB</b> MOBILITY	5	=1+	1	+		+	3
<b>MRL</b> MORALE	5	=1+	1	+		+	3

<b>ATTACK</b>	+11	=	7	+		+		+	4	/	
<b>AC</b>	+5	=	5	+		+		+		/	+4
<b>SECURITY</b>	+10	=	5	+	1	+		+	4	/	+7
<b>RESOLVE</b>	+10	=	5	+	1	+		+	4	/	+2

<b>SPEED</b>	32	=	32	+		+		+		+	
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WAGONS		Max: 5	Cost	HP	Traveler	Crg	Con	Special
1	Covered Wagon		500	20	6	4	2	Gives travelers a comfortable if basic place to shelter days or nights
2	Fortune-Teller's Wagon		500	30	2	4	1	Allows the Fortune Teller benefit
3	Supply Wagon		300	20	2	10	1	No special benefits
4	Covered Wagon		500	20	6	4	2	Gives travelers a comfortable if basic place to shelter days or nights
5	Supply Wagon		300	20	2	10	1	No special benefits
6	Covered Wagon		500	20	6	4	2	Gives travelers a comfortable if basic place to shelter days or nights
7	Supply Wagon		300	20	2	10	1	No special benefits
8	Covered Wagon		500	20	6	4	2	Gives travelers a comfortable if basic place to shelter days or nights
9	Supply Wagon		300	20	2	10	1	No special benefits
10	Covered Wagon		500	20	6	4	2	Gives travelers a comfortable if basic place to shelter days or nights
11								

## FEATS

Avail: 14

Efficient Consumption	Reduce your caravan's total consumption by 2 (to a minimum consumption of 10)
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)
Scavenger	1/week, make a DC15 Security check to gain +1 cargo of repair materials +1 for every 5 pts beyond 15
Terrain Mastery: Cold	+2 on all Security checks made while in Cold terrain
Lucky Caravan	1/week, roll twice an Attack, Security, or Resolve check. Take the higher result
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)
Efficient Consumption	Reduce your caravan's total consumption by 2 (to a minimum consumption of 10)
Efficient Repairs	+2 to special Security check to repair your caravan
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)
Circle the Wagons	+4 to AC as long as the caravan moved into defensive circle instead of making an Attack check
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)
Courageous Crew	+2 to Resolve checks made vs fear effects, including Resolve checks made to resist a rout
Enhanced Caravan	+1 to two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale)

**HP**  
Hit Points 210

**UNREST**  
Score

**CON**  
Consumption 28 = 27 + 15 + -4 - 10 +

**Cargo**  
Cargo Available = 64 + - 64 +

**MAX**  
Travellers 40 = 40 + +

**DMG** 1d6 = 1d6 + + 0

**Wages**  
monthly 260

TOS Caravan v1.01



TRAVELERS	Name	Loc	Description	Wage	x1
Guide	Richard	W4	Keeps the caravan safe from regional dangers. +1 to Security	0	0
Scout (hunt)	Bill	W4	While hunting all day: +2 units of provisions in a day's work	0	0
Guard	Andrew	W4	+1 to Offense. +1 to Security checks made to avoid being surprised	0	0
Driver	Dennis	W4	Required for every wagon: A wagon without a driver cannot move	0	0
Healer	Josh	W4	Provides long-term care to up to six travelers	0	0
Guard	April	W4	+1 to Offense. +1 to Security checks made to avoid being surprised	0	0
Driver	Sandru	W1	Required for every wagon: A wagon without a driver cannot move	0	0
Driver	Bevelek	W2	Required for every wagon: A wagon without a driver cannot move	10	1
Driver	Vankor	W3	Required for every wagon: A wagon without a driver cannot move	10	1
Fortune-teller	Koya	W2	1/week, roll an Attack, Security, or Resolve twice: take best result	0	0
Scout (hunt)	Shalelu	W1	While hunting all day: +2 units of provisions in a day's work	0	0
Entertainer	Ameiko	W1	Keeps the travelers distracted and amused: +1 to Resolve	0	0
Cook		W3	Reduces the caravan's consumption score by 2	10	1
Trader		W1	Enables business transactions when stationed at a settlement	10	1
Wainwright		W1	Required for field repairs to a caravan	10	1
Cook		W1	Reduces the caravan's consumption score by 2	10	1
Driver		W5	Required for every wagon: A wagon without a driver cannot move	10	1
Cook		W5	Reduces the caravan's consumption score by 2	10	1
Cook		W6	Reduces the caravan's consumption score by 2	10	1
Driver		W6	Required for every wagon: A wagon without a driver cannot move	10	1
Guard		W6	+1 to Offense. +1 to Security checks made to avoid being surprised	100	1
Driver		W7	Required for every wagon: A wagon without a driver cannot move	10	1
Driver		W8	Required for every wagon: A wagon without a driver cannot move	10	1
Driver		W9	Required for every wagon: A wagon without a driver cannot move	10	1
Driver		W10	Required for every wagon: A wagon without a driver cannot move	10	1
Cook		W9	Reduces the caravan's consumption score by 2	10	1
Cook		W7	Reduces the caravan's consumption score by 2	10	1

EQUIPMENT	Qty	Loc	Description	Cargo
Stores	10	W5	A single cargo unit of stores equates to 10 units of provisions	10
Cold-weather gear	1	W1	No penalties on Security and Resolve when traveling through frigid environments	1
Stores	10	W3	A single cargo unit of stores equates to 10 units of provisions	10
Stores	4	W4	A single cargo unit of stores equates to 10 units of provisions	4
Stores	3	W1	A single cargo unit of stores equates to 10 units of provisions	3
Repair Materials	4	W2	Repair materials are to repair a caravan after it has been damaged	4
Ballista (W6)	1	W6	Ballista installed on wagon #6 (Covered Wagon)	4
Repair Materials	4	W10	Repair materials are to repair a caravan after it has been damaged	4
Stores	10	W7	A single cargo unit of stores equates to 10 units of provisions	10
Stores	10	W9	A single cargo unit of stores equates to 10 units of provisions	10
Ballista (W8)	1	W8	Ballista installed on wagon #8 (Covered Wagon)	4

## INFORMATION

---= Conditional effects from Travelers =---

Security: +3 to avoid being surprised, such as in an ambush or being attacked while camped (Guard)

---= Conditional effects from Feats =---

Armor Class: '+4 as long as the caravan moved into def. circle instead of making an Attack (Circle the Wagons)

Resolve: '+2 vs fear effects, including Resolve checks made to resist a rout (Courageous Crew)

Security: +2 to special Security check to repair your caravan (Efficient Repairs)

Security: +2 while in Cold terrain (Terrain Mastery: Cold)

---= Status =---

No errors detected!

## NOTES