

FITZHYWEL'S FANTASTICAL PARAPHERNALIA



OFF AND RUNNING THE SHREWD ADVENTURES KIT

SIMPLE AND FUN AIDS TO GIVE
YOUR GAME A FANTASTICAL START!
FOR PLAYERS AND DM'S

Fitzhywel's Fantastical Paraphernalia: Off and Running

The shrewd adventurers kit.

Simple and fun aids to give your game a fantastical start!

For players and DM's

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Credits:

Art, design, and layout, Michael Fitzhywel.

Editing and sage advice, Caitlin Syme.

Special thanks to everyone who has ever played in my games -- you fine folk are the beta testers for a lifetime of ideas. And thank you for purchasing this product. Such support allows independent creators like myself to continue doing what we love: making art and fun products for our fellow gamers.

Construction and Usage

Initiative Order Markers

Construction

There are 12 cards to a page. Print on card stock. Cut them out along the dotted lines. Score across the centre, fold to make an A-frame and they are ready to use.

Explainer

Initiative order tokens given out to players to track the initiative order, designed to work in conjunction with the 'Player Name Plates'

Player Name Plates

Construction

Three name plates to a page. Print on card stock. Cut them out along the dotted lines. Score across the centre, fold to make an A-frame and they are ready to use.

Will also benefit from laminating and using dry erase markers.

Explainer

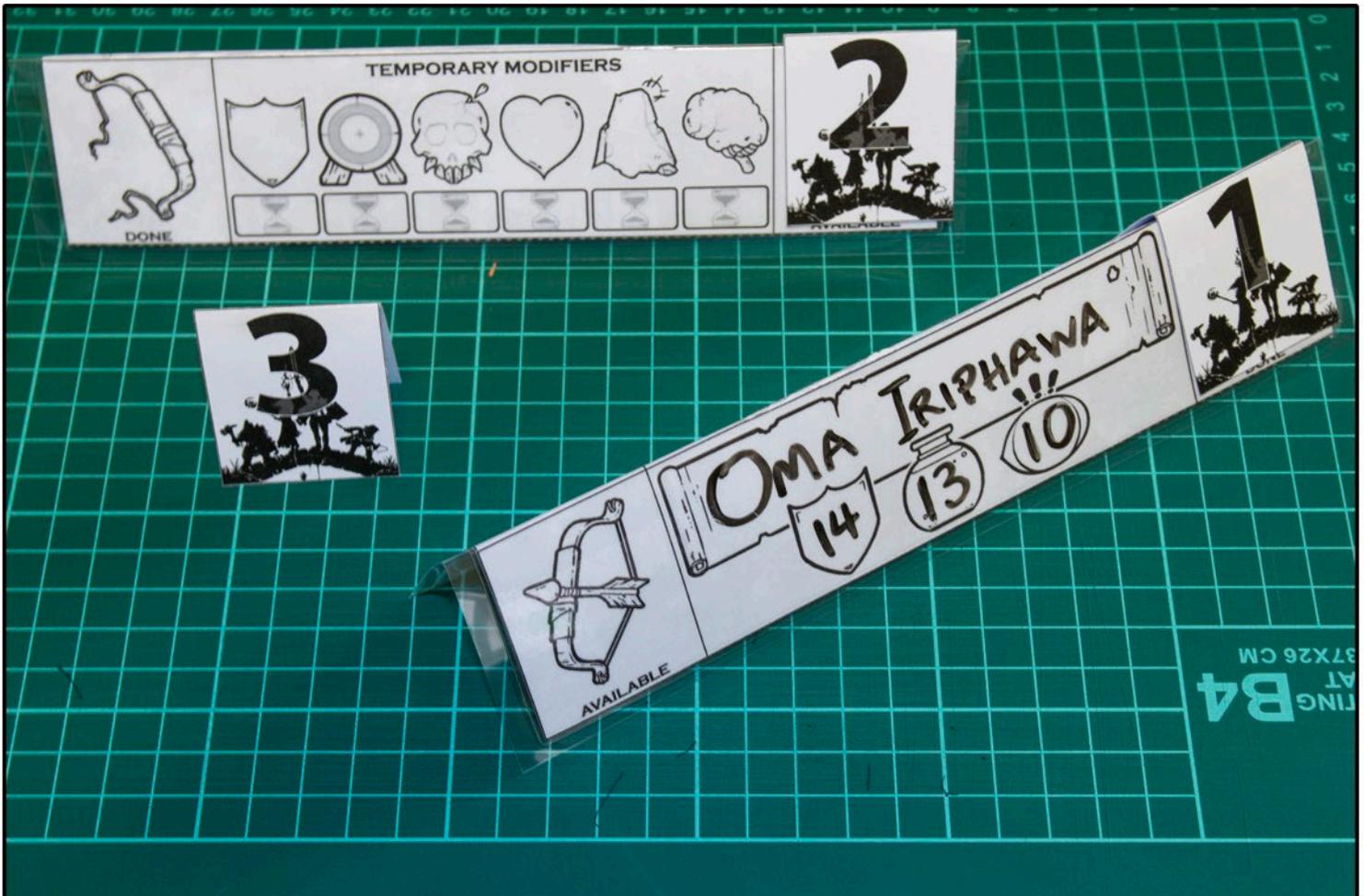
The front side has a space for the characters name, and 3 stats that are useful for the DM to know at a glance. For example: Armour, Spell DC and Perception.

The back has a collection of different symbols for you to record temporary modifiers with a smaller box underneath to track the time the modifier lasts for.

Left to right: Armour, chance to hit, damage, health, resistances/saves, skills.

The icons at either end, 'Available' and 'Done', are used to track out of turn actions (such as attacks of opportunity or reactions) and if you have used them this round.

The 'Initiative Order Markers' are designed to sit over the name plate and cover either the 'Available' or 'Done' icon, letting you know if you have an out of turn action available or if you have used it and are done.



Marching Order Sheet

Construction

Print on card stock, cut it out and it's ready to go. Optionally laminate it or mount it on thicker stock for added resilience.

Explainer

This is a decorative 6x6 inch grid that players can put their miniatures on when not specifically in battle to mark their marching order for when an encounter actually kicks off.



Condition/Status Tokens

Construction

The backs of these tokens are form fillable so you can write what the effect of the condition is, according to your system/edition of choice.

Print them on card stock, cut each token out, and glue the front and backs together (or print double sided).

Explainer

These are larger tokens to be given to players when they are under an effect or suffering from a status, to let them know what that effect is and what it means.

Condition/Status Markers

Construction

Print them on card stock, cut them out and they are ready to go. For added durability, glue two different statuses back to back.

Explainer

These are smaller condition markers, designed to be used with miniatures. The arrow points to the affected mini. If the mini is suffering from multiple statuses, the markers can be stacked with a slight offset so the text of the lower markers remains visible.

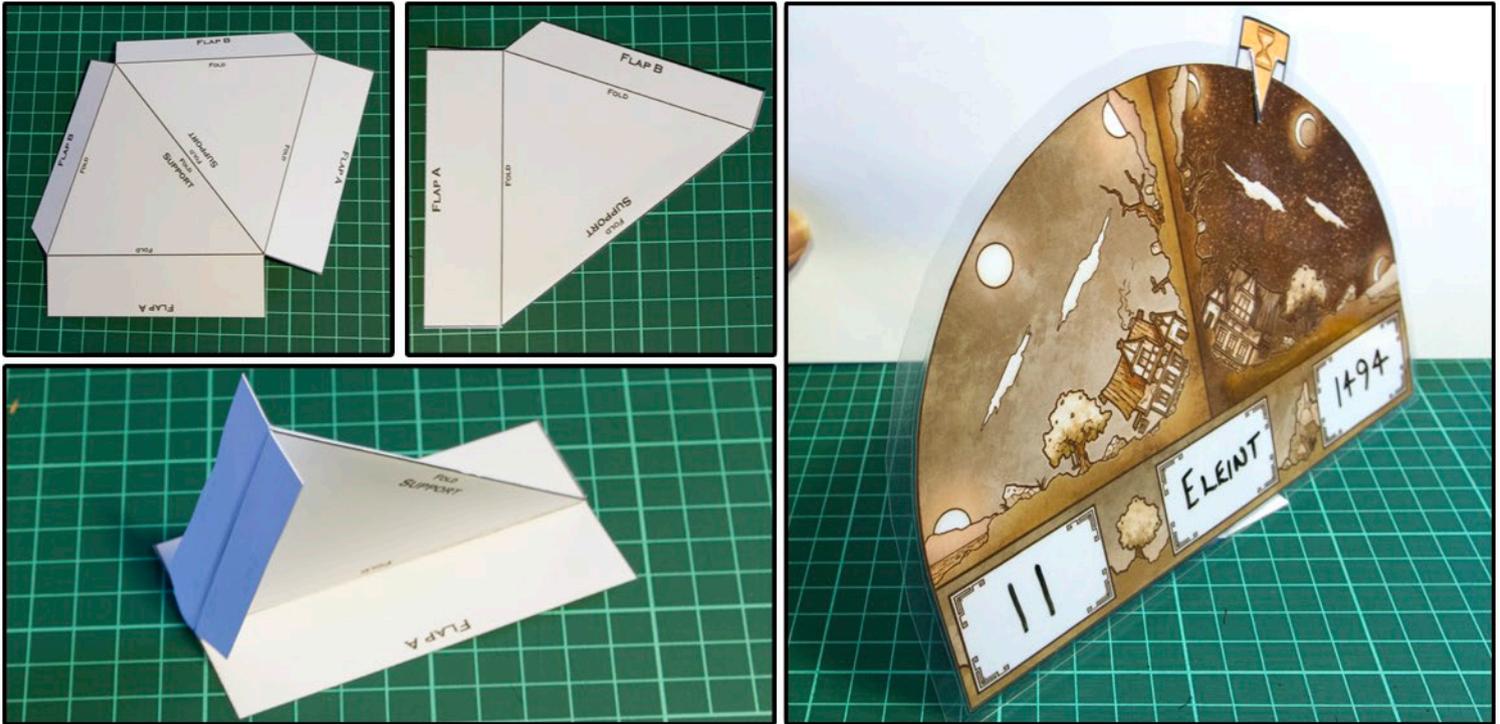
Calendar and Time Tracker

Construction

Print on card stock. Cut out the elements. The stand is scored and folded in half along the line intersecting the two 'Support' parts. Glue the two Support parts together, but not any of the flaps. Each flaps is folded 90 degrees away from its connecting support. Flaps A will be the 'foot' of the stand. The display part is glued to Flaps B. It should now be free-standing. The little time marker needs two small cuts made along the red dotted line; it will then fit over the display to track current time. Replacement markers are also provided. I recommend mounting the display part on thick card stock or laminating it, or else it may warp/curl.

Explainer

A day/night tracker so the party knows at a glance what the time is. The lower three boxes are for Day, Month, and Year, and are deliberately blank so you can order them according to your preference.



25mm (1inch) NPC tokens

Construction

Print on card stock. Cut them out as squares (quicker to do) or as circles. Optionally mount them on 25mm MDF disks.

Explainer

A collection of 50 NPCs to use when you don't have miniatures available. Same art as the 'Fitzhywel's Fantastical Paraphernalia: Townfolk and Villagers' NPC cards so they work well together.

Character Cheat Sheet

Construction

Print on regular paper and it's ready to go.

Explainer

A cheat sheet for players and DM's to keep track of other player characters, who/what they are, and what roles/skills they bring to the group, all via a simple 'tick the category picture' interface.

Item Card Blanks

Construction

Print on card stock and cut along the dotted lines. Draw your own pictures and fill in the details.

Explainer

A sheet of blank item cards. The top box is for the item name. The centre area is for your art. The item description goes at the bottom. The numbers down the side can be used if you have many of the same item: they are made to work using paper clips to mark values in tens and others units. The cards are US poker card size and fit within the Paper Craft Backpack.

Paper Craft Backpack (needs pictures)

Construction

This is the most complex item of the set. I recommend test building it and making sure it works before gluing. Print on card stock and cut it out. Score all the fold areas. The grey tabs are to be folded inside and glued to hold it together. There are five parts: one main pack, two side pockets, one strap and one clasp.

The main pack should be folded to form a small rectangular container with a lid that swings open.

The side packs should be folded to form sealed boxes and glued to the sides of the main pack, in the dark areas.

The strap should be glued to the lid of the main pack, in the dark area, via its non 'metal' end.

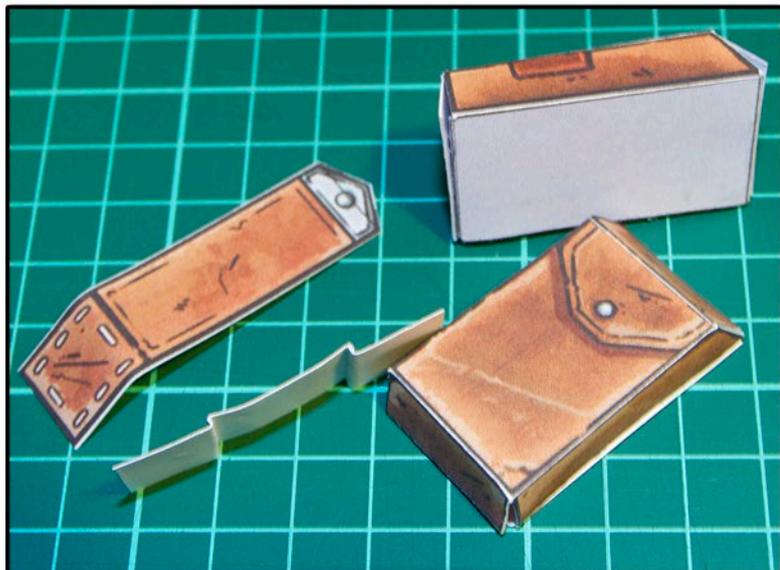
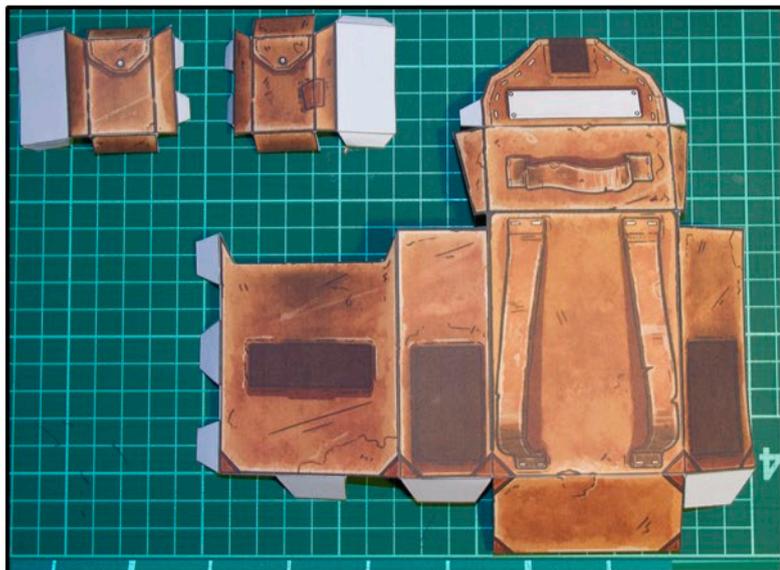
The clasp needs two pairs of folds (pleat folds) on either side of the centre, so the centre sits higher than its sides.

The sides are then glued to the dark patch on the front of the main pack.

Once it has all dried you should be able to close the pack by running the strap under the clasp.

Explainer

A fun backpack container to hold all your characters odds and ends, with a little name plate on the front.



Coins: Copper, Silver, Electrum, Platimum, and Gold.

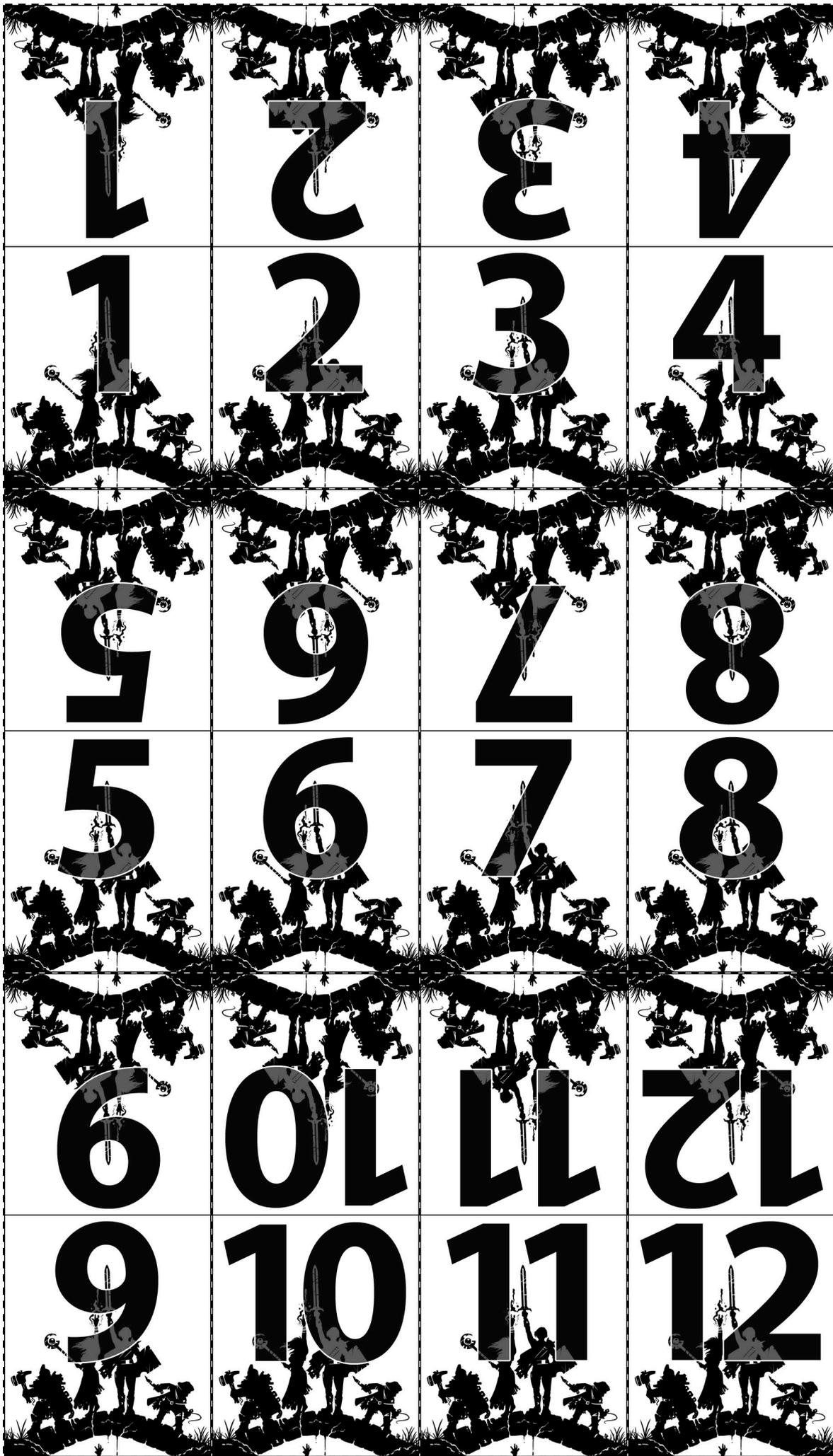
Construction

Print on card stock, cut out the coins and glue the face side and the value sides together.

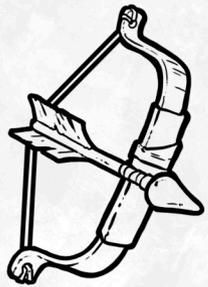
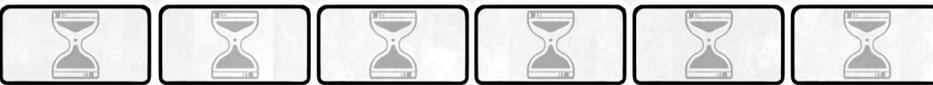
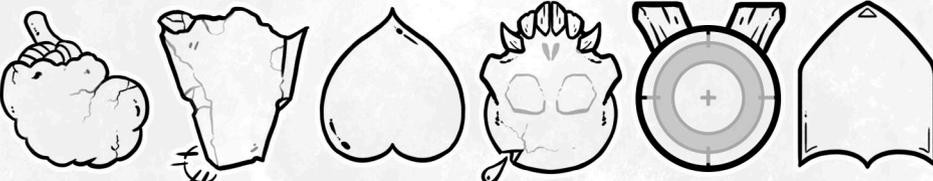
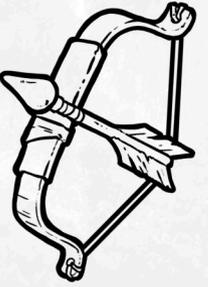
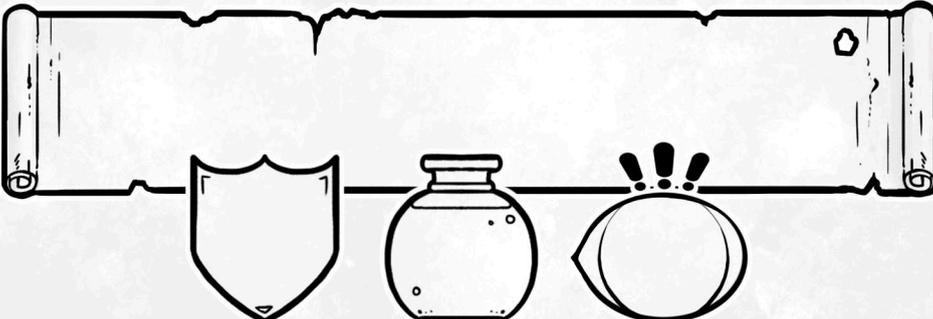
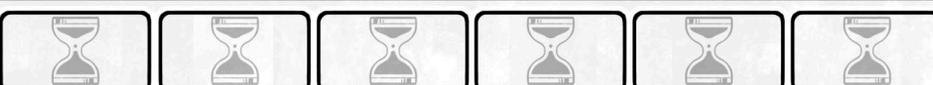
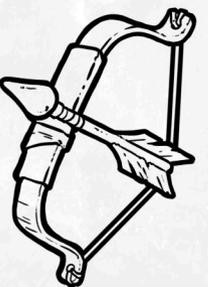
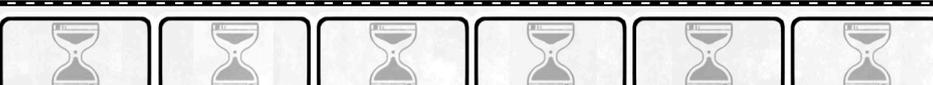
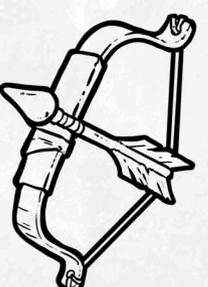
Explainer

A collection of coins for your games. Each type of coin comes in a standard singles variant as well as units of five. Gold (the most common currency) also comes in units of ten, twenty, and fifty.

INITIATIVE ORDER MARKERS



PLAYER NAME PLATES

| | | |
|---|---|---|
| <p>AVAILABLE</p>  |   <p>TEMPORARY MODIFIERS</p> | <p>DONE</p>  |
|  <p>AVAILABLE</p> |  |  <p>DONE</p> |
| <p>AVAILABLE</p>  |   <p>TEMPORARY MODIFIERS</p> | <p>DONE</p>  |
|  <p>AVAILABLE</p> |  |  <p>DONE</p> |
| <p>AVAILABLE</p>  |   <p>TEMPORARY MODIFIERS</p> | <p>DONE</p>  |
|  <p>AVAILABLE</p> |  |  <p>DONE</p> |

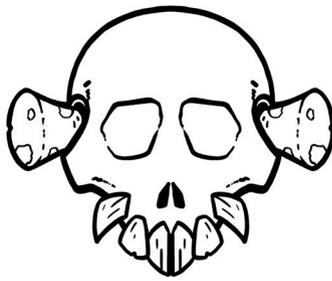
MARCHING ORDER SHEET



CONDITION/STATUS TOKENS - FRONT



BLINDED



DEAFENED



CHARMED



EXHAUSTED



SLEEPING



FRIGHTENED



GRAPPLED



INCAPACITATED



INVISIBLE



PARALYZED



PETRIFIED



POISONED



PRONE



RESTRAINED



STUNNED



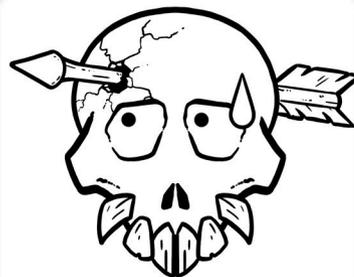
UNCONSCIOUS



ADVANTAGE



INSPIRED



DISADVANTAGE



DEAD

CONDITION/STATUS TOKENS - BACKS
FORM FILLABLE



EXHAUSTED



CHARMED



DEAFENED



BLINDED



INCAPACITATED



GRAPPLED



FRIGHTENED



SLEEPING



POISONED



PETRIFIED



PARALYZED



INVISIBLE



UNCONSCIOUS



STUNNED



RESTRAINED



PRONE



DEAD



DISADVANTAGE

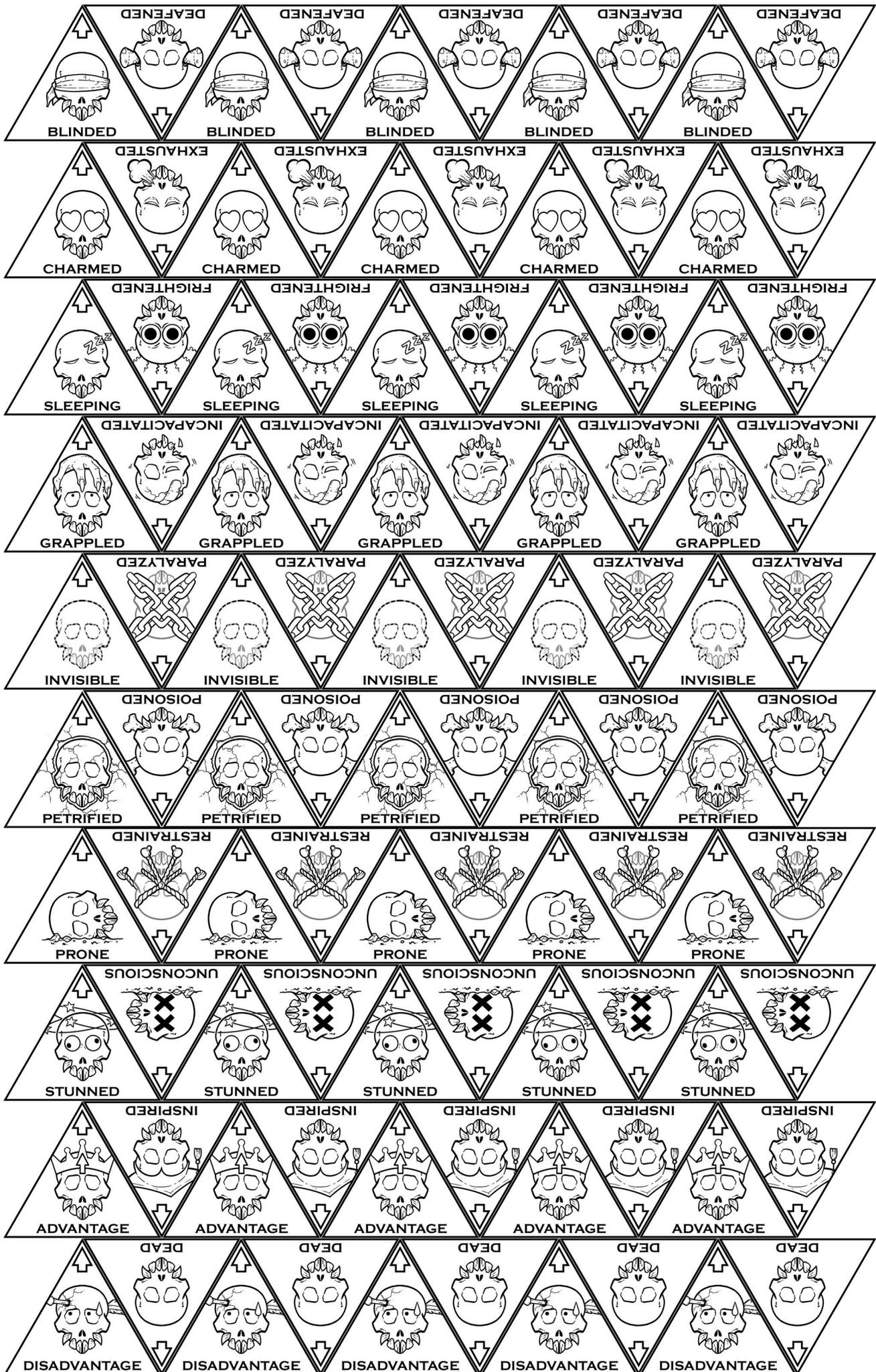


INSPIRED

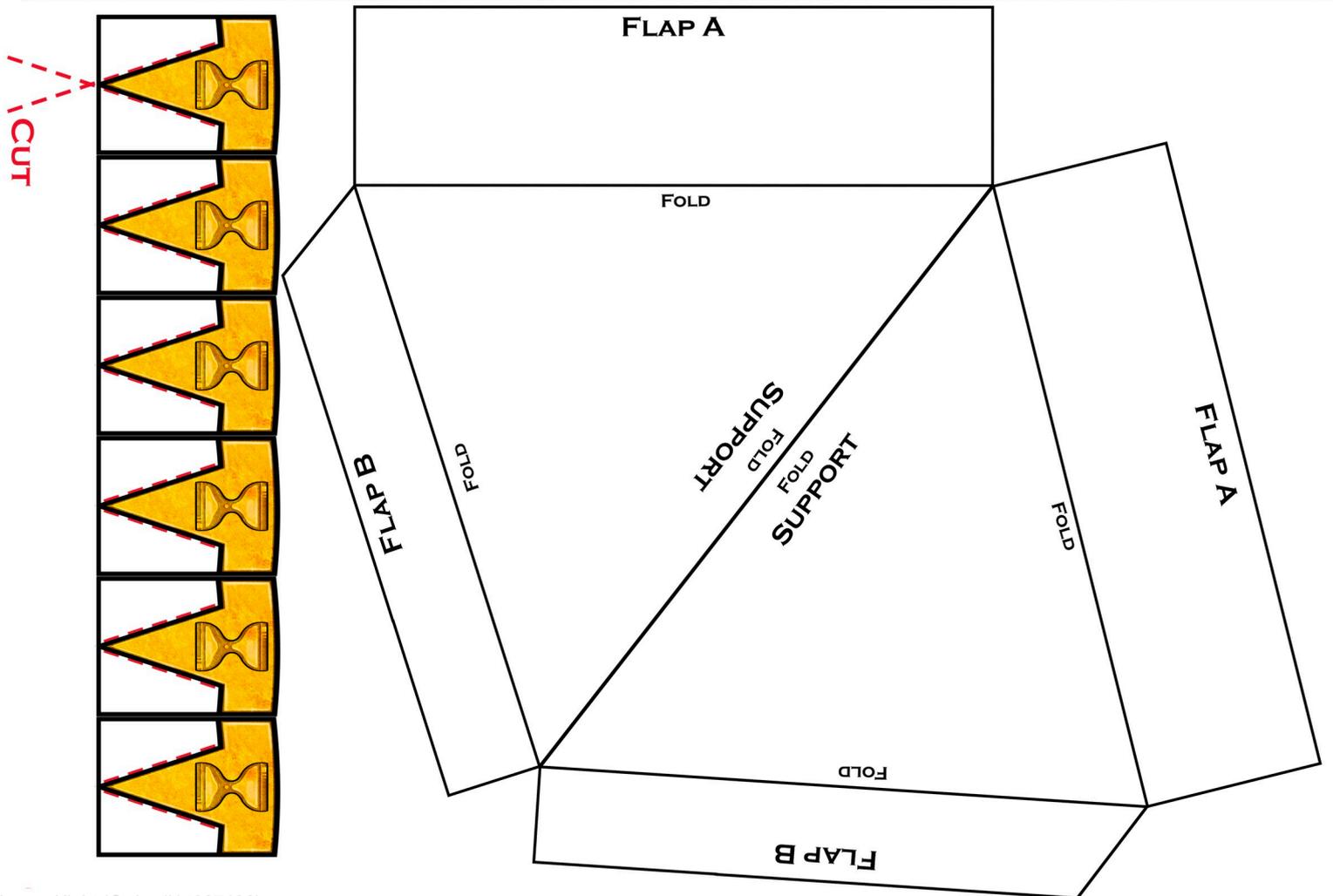
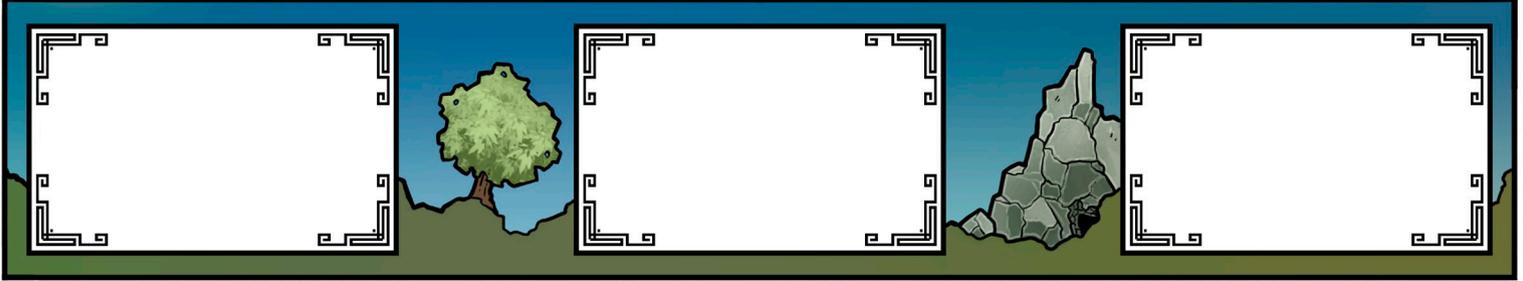


ADVANTAGE

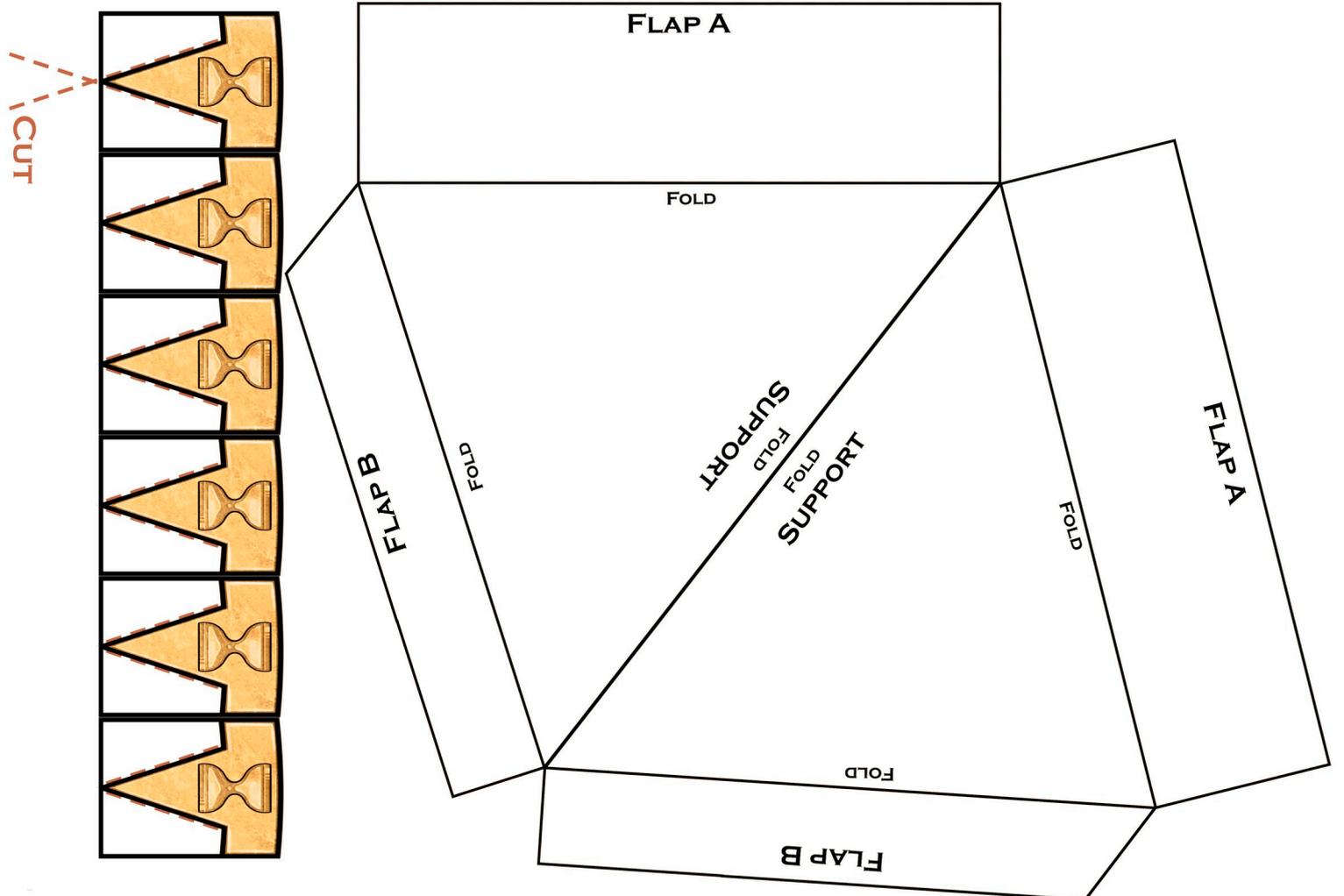
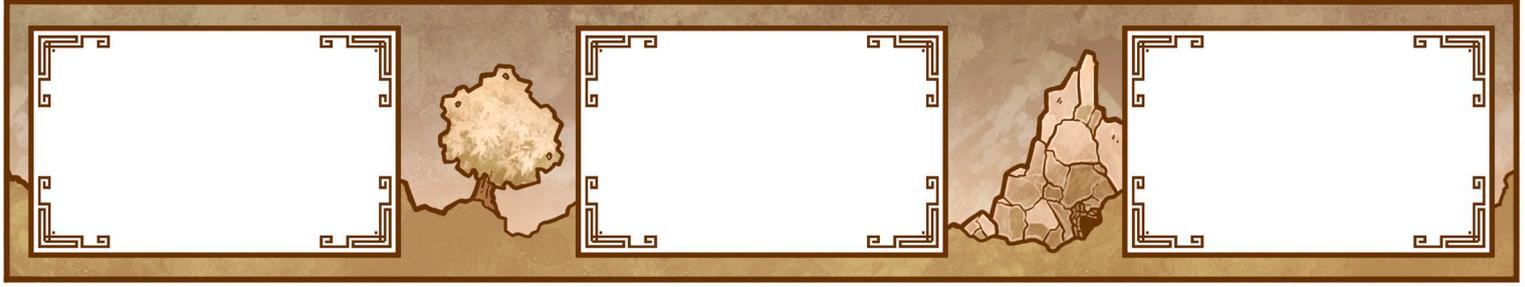
CONDITION/STATUS MARKERS



**CALENDAR +
TIME
TRACKER
(COLOUR)**



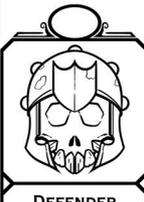
**CALENDAR +
TIME
TRACKER
(SEPIA)**

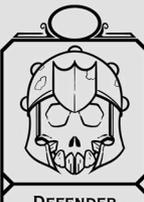


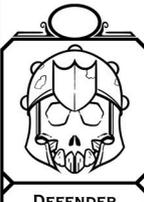
25MM (1 INCH) NPC TOKENS

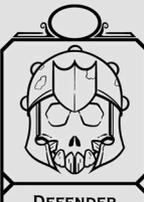


CHARACTER CHEAT SHEET

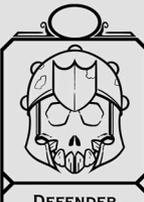
| | | | | | | | | | |
|--|--|---|---|---|--|---|---|--|---|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

| | | | | | | | | | |
|--|--|---|---|---|--|---|---|--|---|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

| | | | | | | | | | |
|---|---|--|--|--|---|--|--|---|--|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

| | | | | | | | | | |
|--|--|---|---|---|--|---|---|--|---|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

| | | | | | | | | | |
|--|--|---|---|---|--|---|---|--|---|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

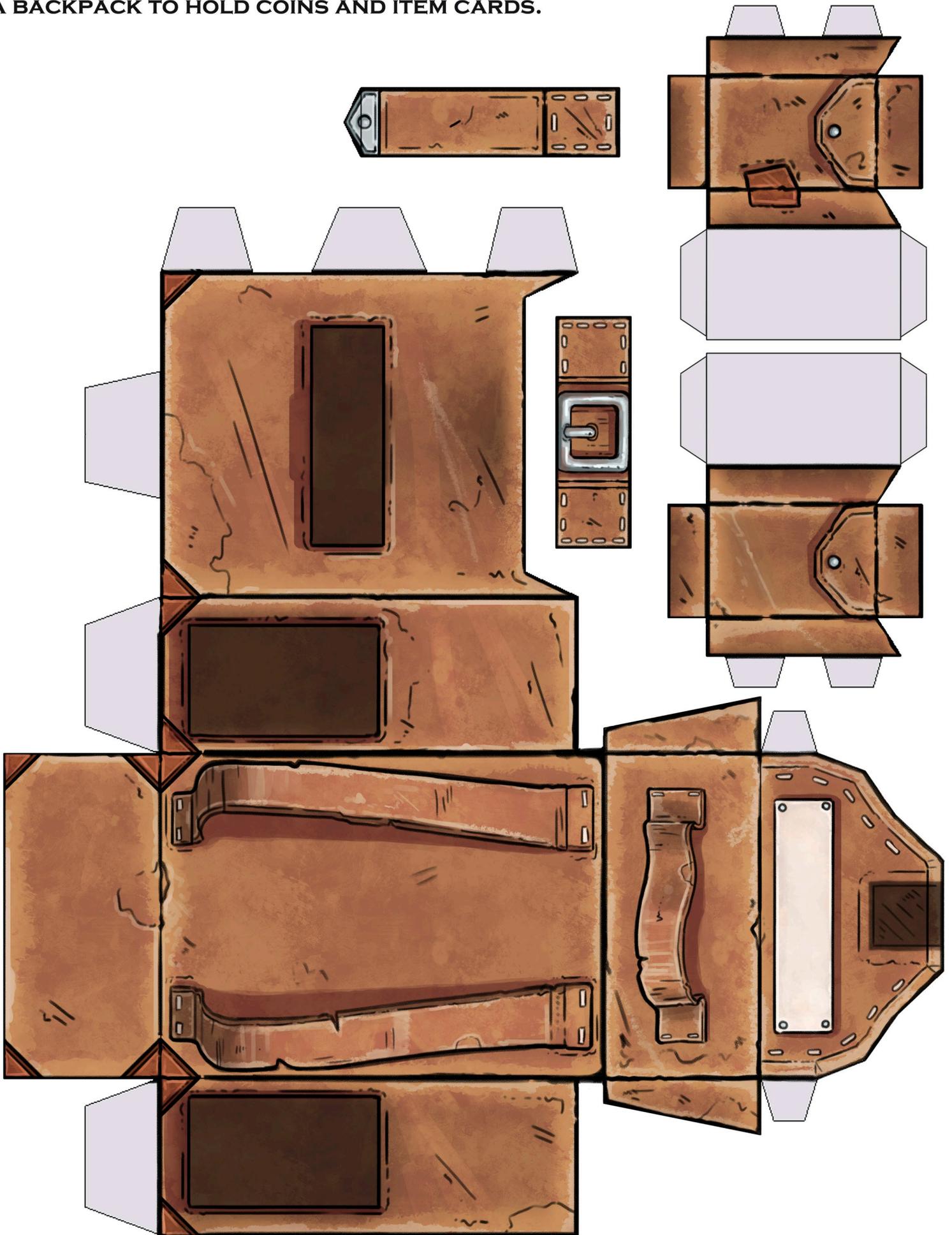
| | | | | | | | | | |
|--|--|---|---|---|--|---|---|--|---|
| NAME: | | | CLASS: | | | | RACE: | | |
| PLAYER: | | | GENDER: | | | | LINK: | | |
|  DEFENDER |  DAMAGE DEALER |  CONTROLLER |  HEALER |  TALKER |  SKULKER |  SCHOLAR |  SURVIVOR |  ATHLETE |  DETECTOR |

ITEM CARD BLANKS

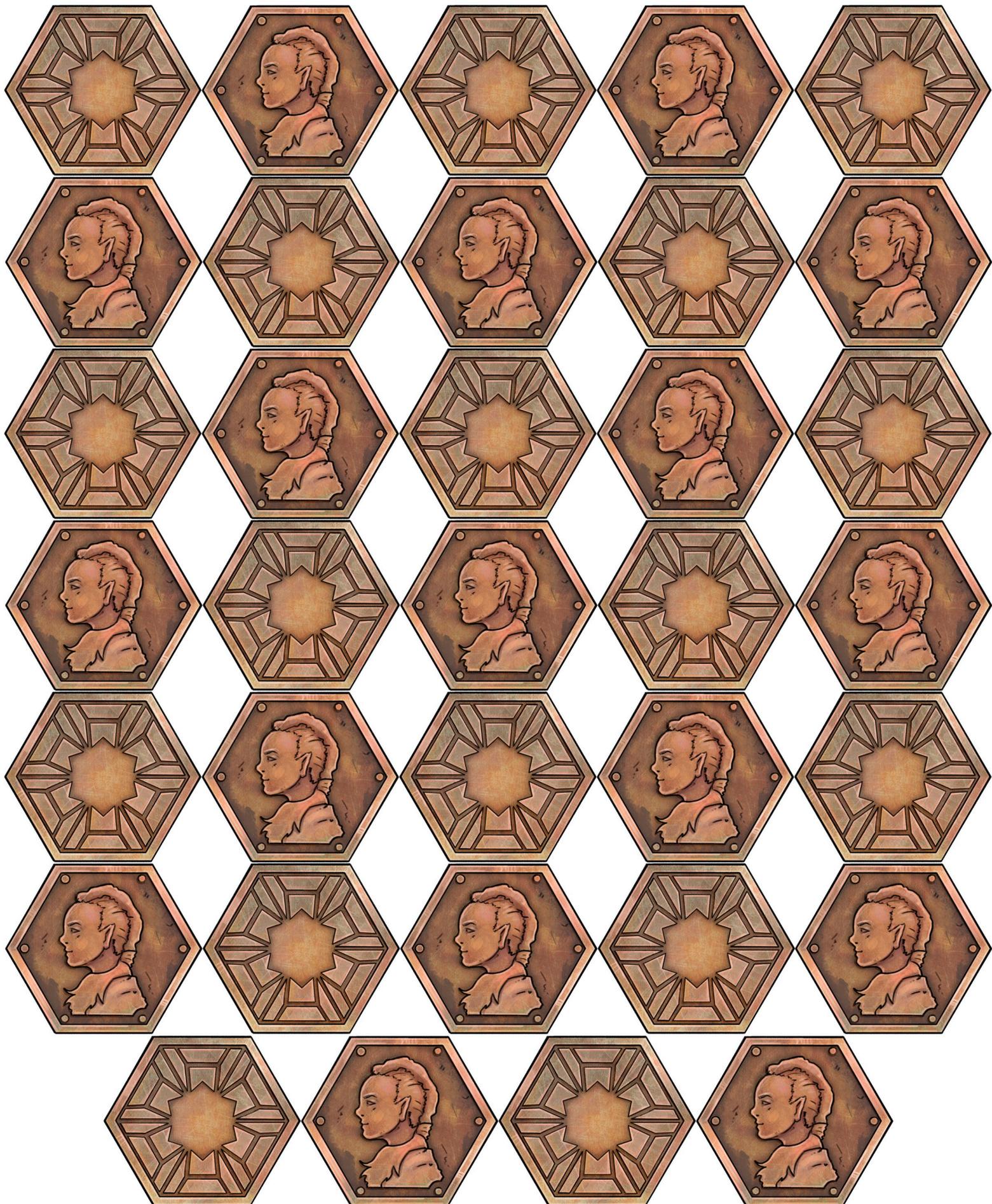
| | | | |
|---|---|---|---|
| <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> | <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> |
| <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> | <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> |
| <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> | <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> |
| <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> | <p>Cost</p> <p>Weight</p> <p>Item Description</p> | <p>00 90 80 70 60 50 40 30 20 10 0</p> <p>0 1 2 3 4 5 6 7 8 9</p> |

PAPER CRAFT BACKPACK

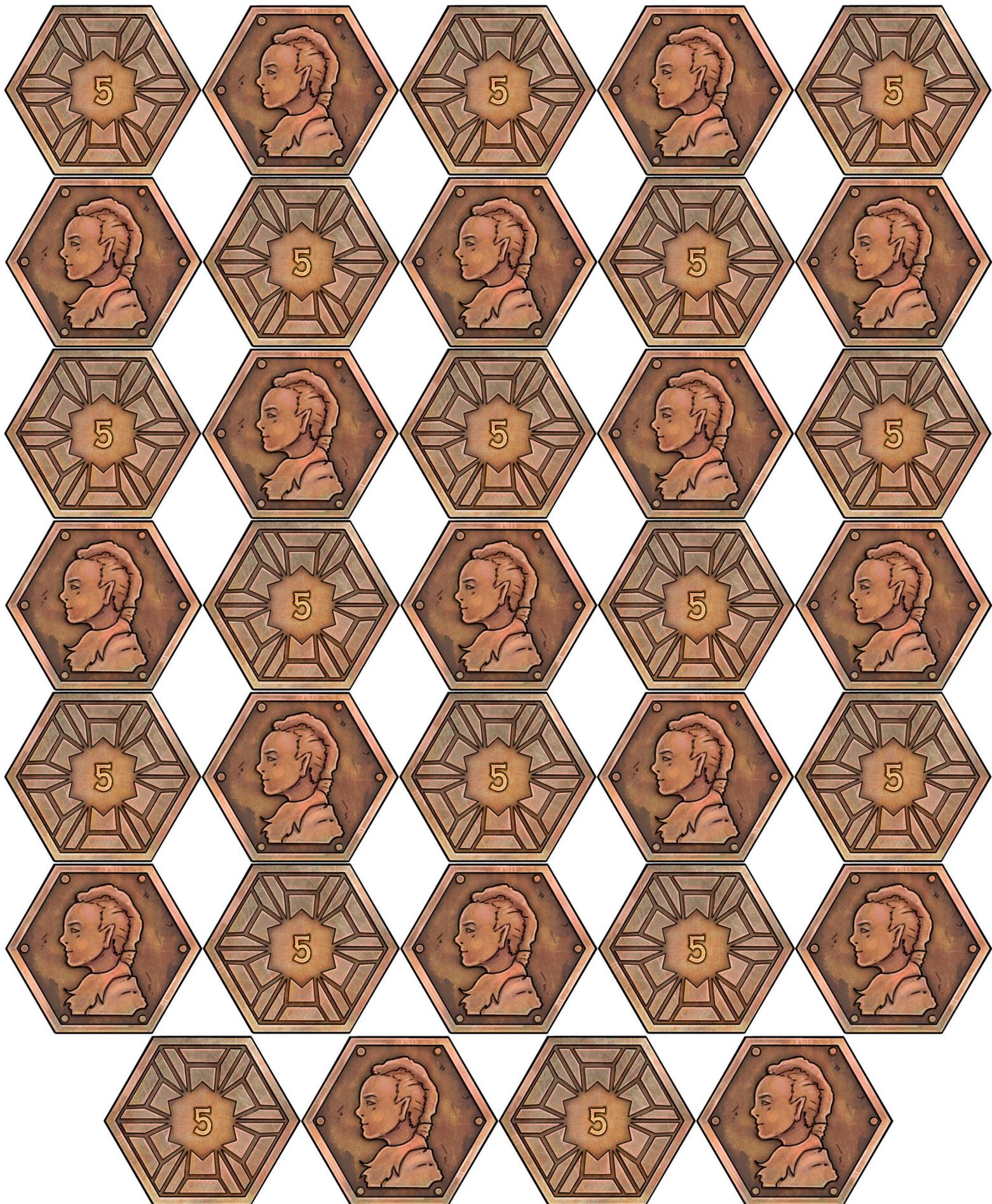
A BACKPACK TO HOLD COINS AND ITEM CARDS.



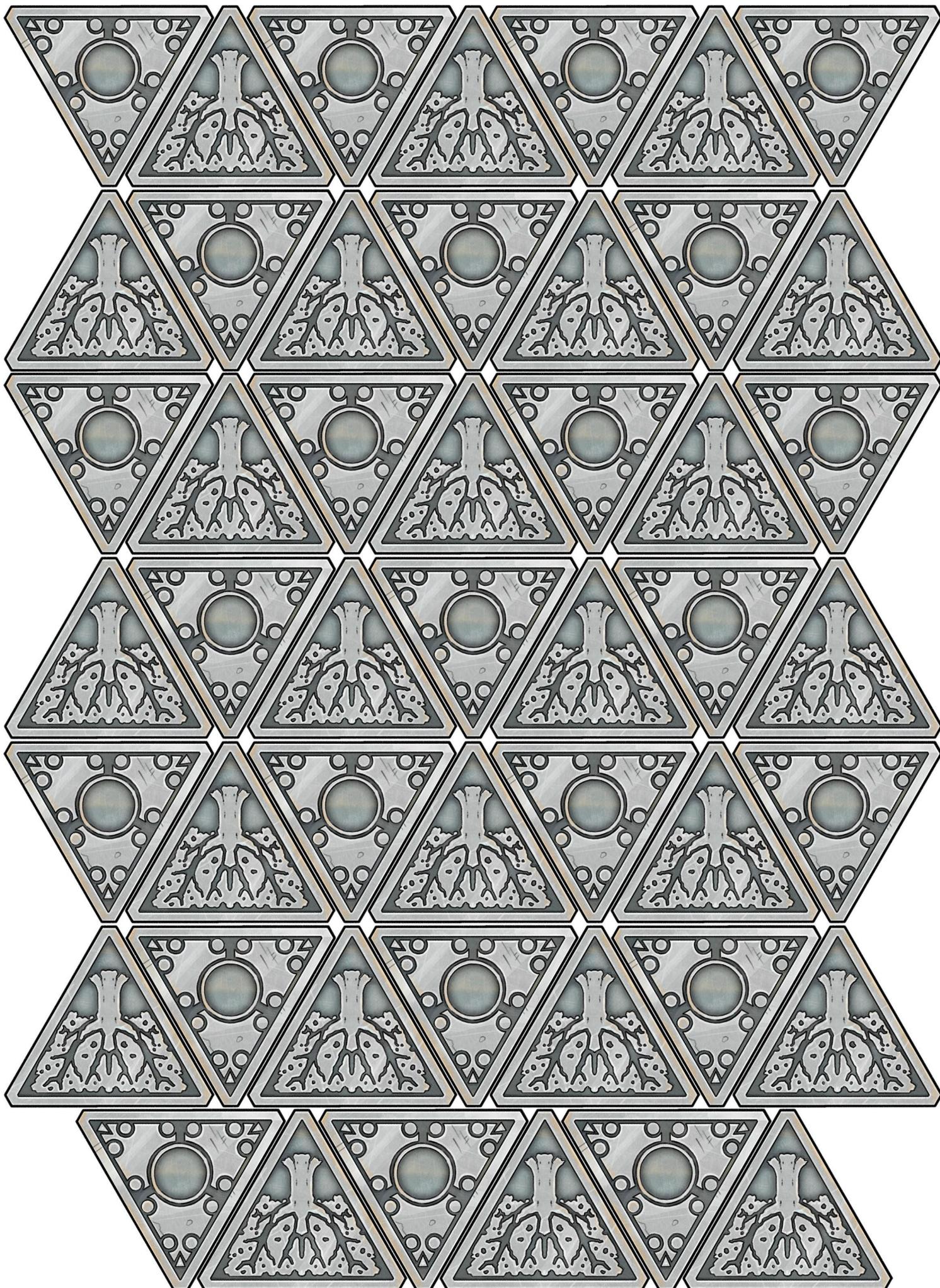
COPPER COINS(SINGLES)



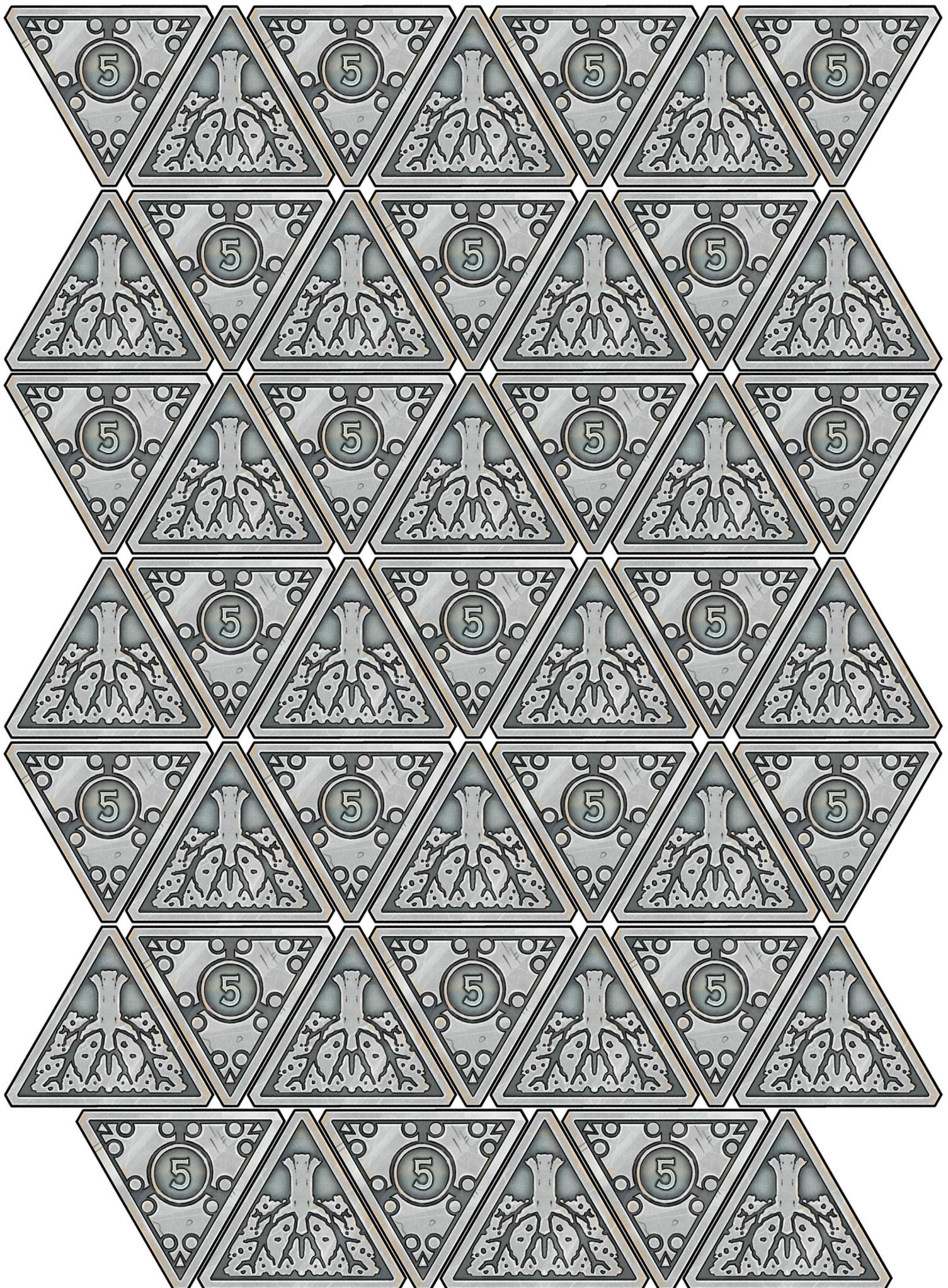
COPPER COINS (LOTS OF 5)



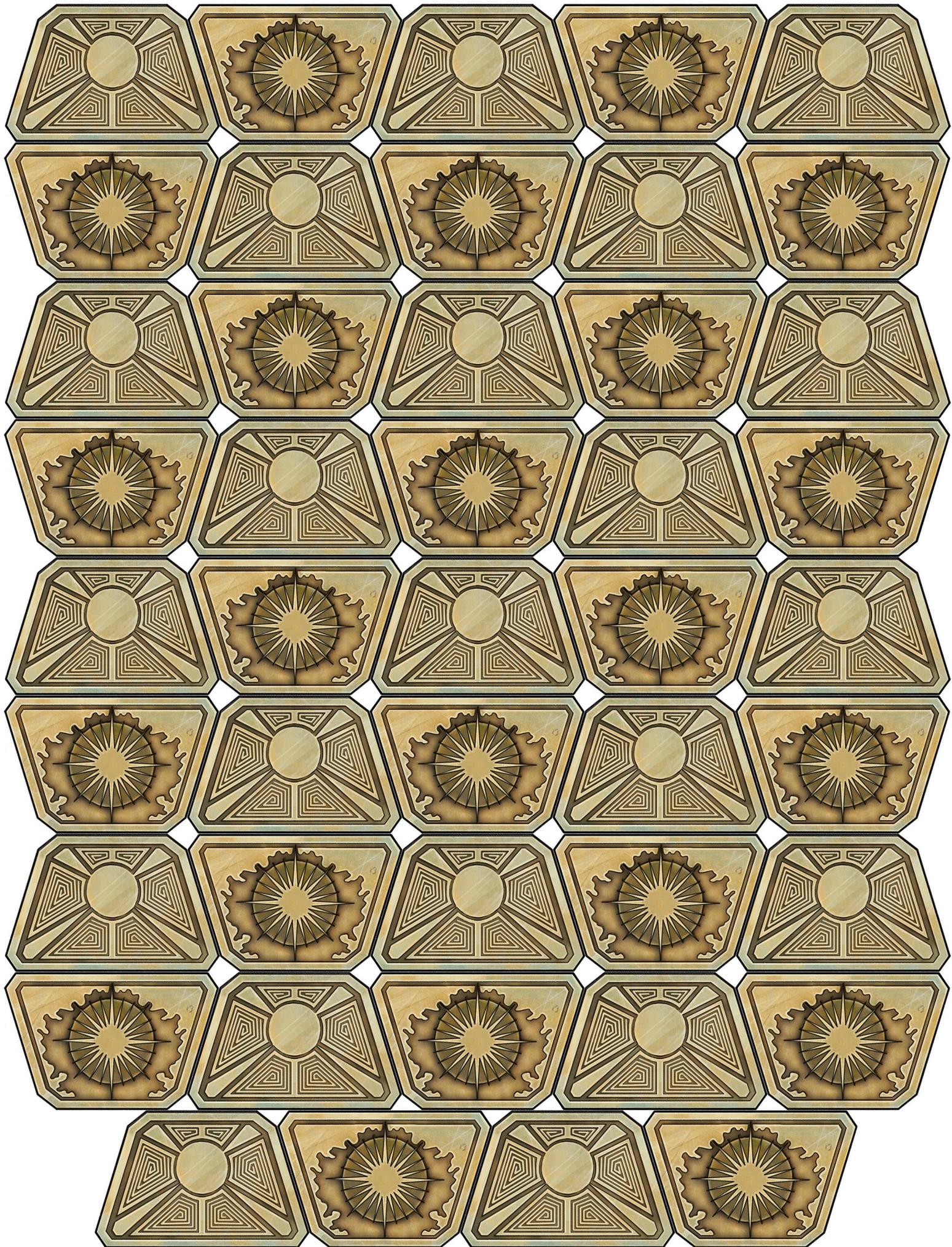
SILVER COINS (SINGLES)



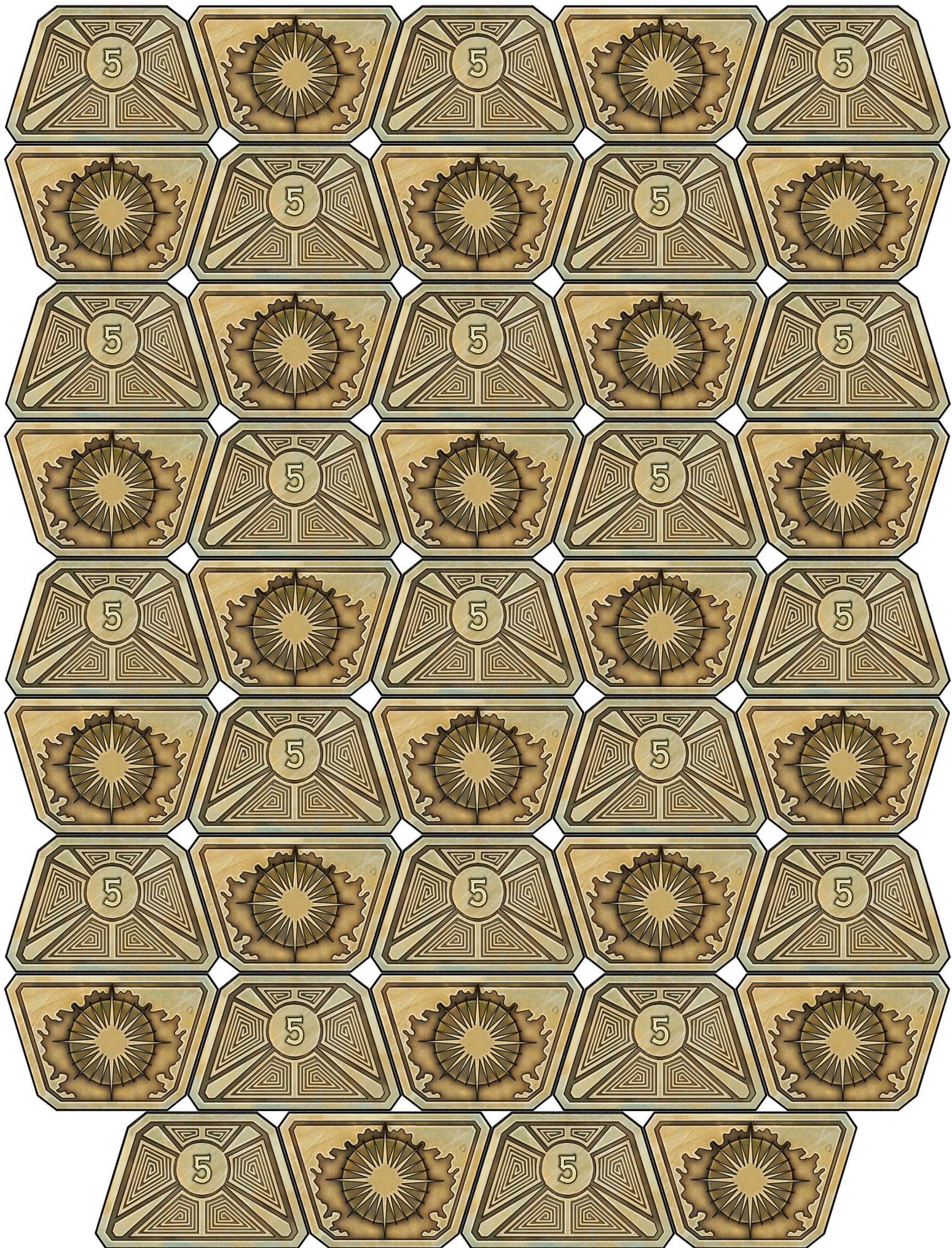
SILVER COINS (LOTS OF 5)



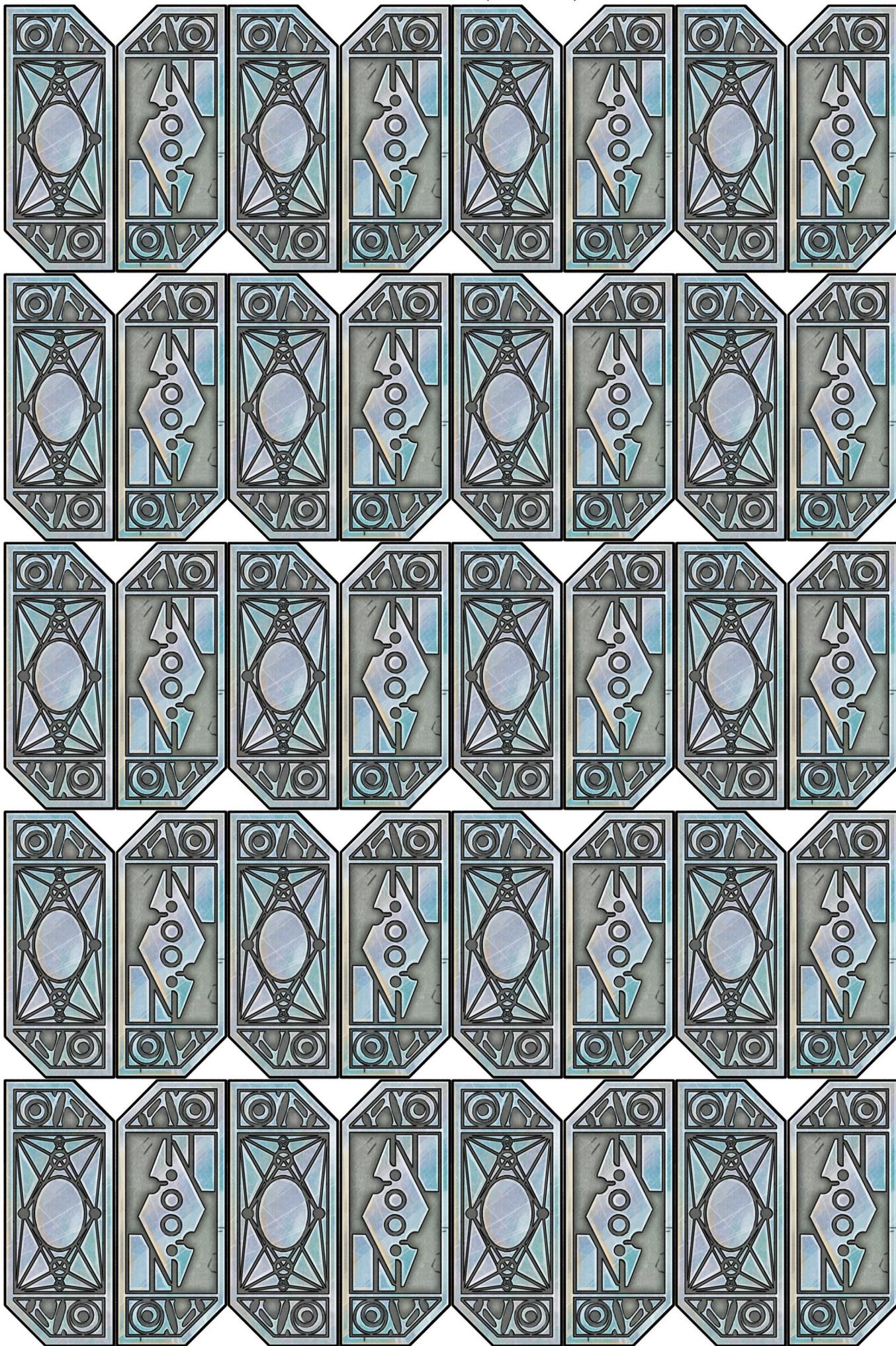
ELECTRUM COINS (SINGLES)



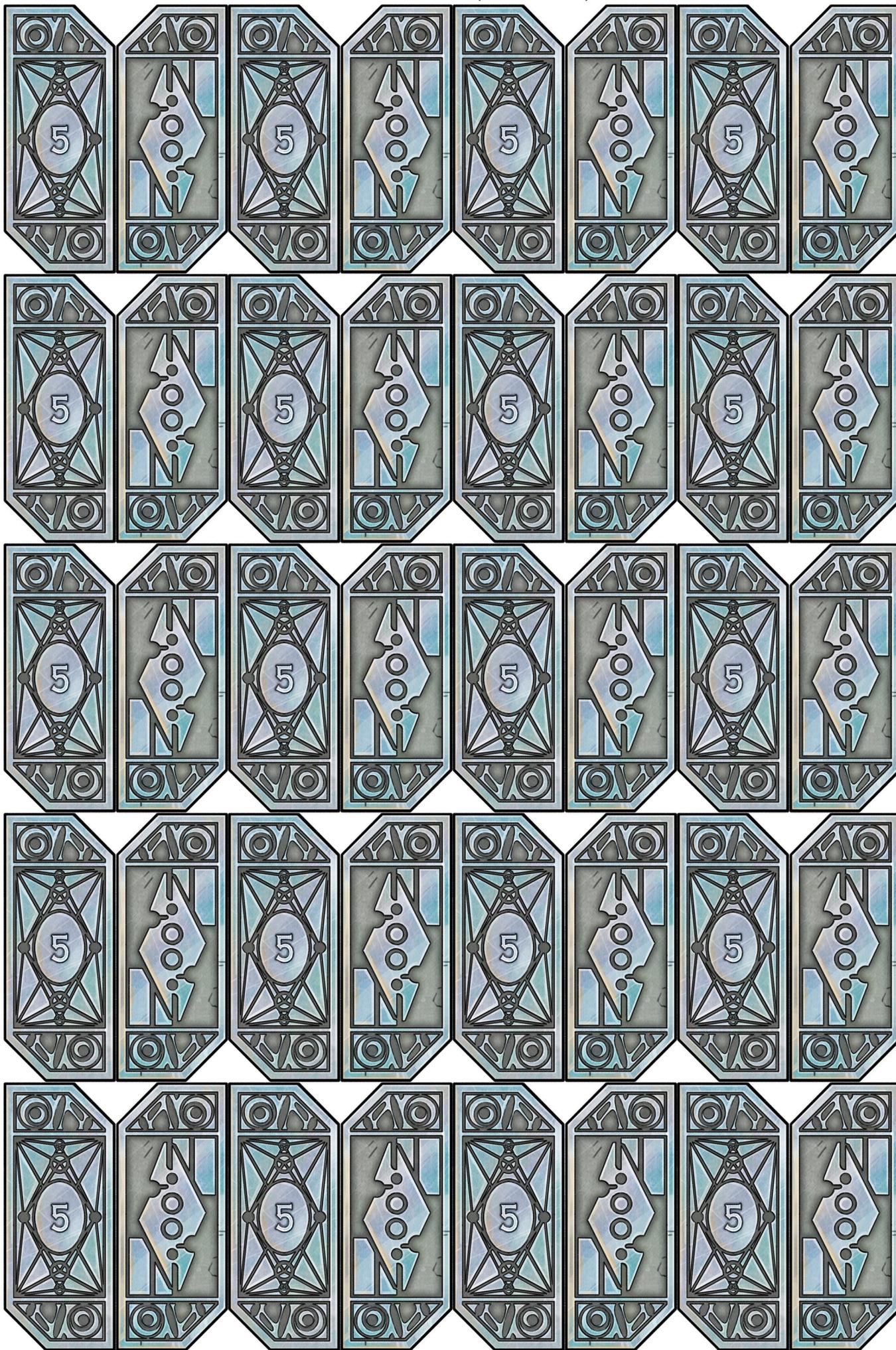
ELECTRUM COINS (LOTS OF 5)



PLATINUM COINS(SINGLES)



PLATINUM COINS (LOTS OF 5)



GOLD COINS(SINGLES)



GOLD COINS (LOTS OF 5)



GOLD COINS (LOTS OF 10)



