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COMBAT TRACK

Add each encounters you face to the combat track. If you or a monster escapes combat remove the monster from the track (leaving only defeated monster on the track. If you happen to defeat a monster that has a reward, immediately gain that reward.

ENCOUNTER	AV	DEF	DMG	HEALTH POINTS	[K]	ABILITIES	REWARD
							+100GP
							+5 SKILL
							+1 PRIMARY STR
							+1 PRIMARY DEX
							+1 PRIMARY INT
							+1 PRIMARY HP
							+1 REP
							+1 FATE
							+1 LIFE