



NAME:			HERO PATH:			RACE:			-20 DARK
REP:	FATE:	LIFE:	GOLD PECIES:			ENCOUNTER MODIFIER:			

PRIMARY		ADJUSTED		EXPERIENCE TRACK		UNLOCKS THE ABILITIES BELOW AT 50	
STRENGTH (Str)			★		👤	MIGHTY BLOW During Combat Dmg Rolls of 6 roll again and add to the roll	
DEXTERITY (Dex)			★		👤	PERFECT AIM Roll again for Hit Location and choose either result	
INTELLIGENCE (Int)			★		👤	SPELL CASTER Can now use Spells from the Spell Book	

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item Found, roll 1d6 1-2: ■ 3-4: ■■ 5-6: ■■■
1	+3	Head										A:	
2	+2	Back										A:	
3	+1	Torso										A:	
4	-	Arms										A:	
5	-	Hands										A:	
6	-	Main H											
7	-	Off H										S:	
8	BC	Waist										A:	
9	-1	Legs										A:	
10	-1	Feet										A:	
			Neck									Oil	○○○○○○○○○○○○
			Ring									Food	○○○○○○○○○○○○
			Ring									Picks	○○○○○○○○○○○○ ○○○○○○○○○○○○ ○○○○○○○○○○○○
Dmg Deflected to shield shades 1/2 pip				TOTALS									

BELT SLOTS	1-2	3-4	5-6	7-8	9-10
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Belt Slots are Used to Equip Brews, Potions and Scrolls

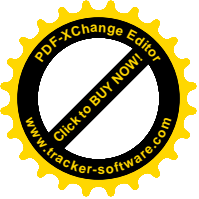
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
Keys ○ ○ ○ ○ ○ ○ ○ ○ ○ ○										Lever ○ ○ ○ ○ ○ ○ ○ ○ ○ ○									
Poison ○ ○ ○ ○ ○ ○ ○ ○ ○ ○										Disease ○ ○ ○ ○ ○ ○ ○ ○ ○ ○									

SKILLS	Max +20	Experience Track
1	Agility	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
2	Aware	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
3	Bravery	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
4	Dodge	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
5	Escape	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
6	Locks	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
7	Lucky	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
8	Magic	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
9	Strong	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑
10	Traps	★ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 🧑

INT Level	Test Bonus	SPELL BOOK	Cost
	+20		
	+15		
50+	+10		
	+5		
	+0		
60+	-0		
70+	-5		
80+	-10		
90+	-15		
100	-20		

HEATH POINTS (HP)					
Primary		Adjusted		Current	
OBJECTIVES MET:					
TIME TRACK			Bonus:		
🕒		🕒 4		🕒	
🕒	🕒	🕒	🕒	🕒	🕒
🕒 5		🕒		🕒 6	🕒
🕒	🕒	🕒	🕒	🕒	🕒

🧑 = Roll 1d10, if equal to or less roll on Table E. 🧑 = Spend 1 Oil or suffer -20 to all Characteristics until 1 can be spent. 🕒 = Spend 1 Food or lose 1 HP then refresh the track



BACKPACK												
Location	Unequipped Item	A/S	STR	DEX	INT	HP	DEF	DMG	Value	Repair	Repair Track	
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UNEQUIPPED POTIONS AND NON SLOT ITEMS					
Qty.	ITEM	Value	Qty.	ITEM	Value

QUEST LOG		
ATTEMPTED	COMPLETED	FAILED

CURRENT QUEST:

EMPIRE BUILDING INVESTMENTS			
TRADE	FINANCE	HOLDINGS	WARS
1 Share = 100gp □□□□□ 1 Pip = 20gp	1 Share = 300gp □□□□□ 1 Pip = 60gp	1 Share = 500gp □□□□□ 1 Pip = 100gp	1 Share = 1000gp □□□□□ 1 Pip = 200gp

NOTES