NAME:	REP: Min 1 Max 10	GP:	FATE:	LIVES:	QUEST ENC. MOD:	☼

	Primary	Adjusted	Experience Track		
Strength (Str)			□□□□□□□□□□⌢	MIGHTY BLOW	During Combat Dmg Rolls of 10 roll again and add to first roll
Dexterity (Dex)			□□□□□□□□□□⌢	PERFECT AIM	Roll again for Hit Location and choose either result
Intelligence (Int)			□□□□□□□□□□⌢	SPELL CASTER	Unlocks the Spell Book and can now use and learn Spells

⌢ +5 to Characteristic or Skill then refresh Track

Roll D10	DMG Mod	Location	Equipped Item	STR	DEX	INT	HP	DEF	DMG	Value	Repair	Repair Track
1	+3	Head							+			□□□□□□
2	+2	Back							+			□□□□□□
3	+1	Torso							+			□□□□□□
4	-	Arms							+			□□□□□□
5	-	Hands							+			□□□□□□
6	-	M Weap ✋						+				□□□□□□
7	-	O Weap ✋						+				□□□□□□
8	BC	Waist							+			□□□□□□
9	-1	Legs							+			□□□□□□
10	-1	Feet							+			□□□□□□
		Neck						+	+			SUPPLIES
		Ring						+	+			Oil: _____ Max 20
		Ring						+	+			Food: _____ Max 10

* Offset Dmg to shield & shades ½ a pip

TOTALS	Bonus	Bonus	Bonus	Bonus	DB	Bonus

Picks: _____ Max 30

BELT SLOTS	1-2:	3-4:	5-6:	7-8:	9-10:

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

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

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BACKPACK

Location	Unequipped Item	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 Share = 300gp	1 Share = 500gp	1 Share = 1000gp
☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐
1 Pip = 20gp	1 Pip = 60gp	1 Pip = 100gp	1 Pip = 200gp

NOTES