



	PRIMARY	ADJUSTED	EXPERIENCE TRACK	UNLOCKS THE ABILITIES BELOW AT 50
STRENGTH (Str)		0	0	MIGHTY BLOW During Combat Dmg Rolls of 6 roll again and add to the roll
DEXTERITY (Dex)		0	0	PERFECT AIM Roll again for Hit Location and choose either result
INTELLIGENCE (Int)			0	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	+3	Head										A:					
2	+2	Back										A:					
3	+1	Torso										A:					
4	-	Arms										A:					
5	-	Hands										A:					
6	-	Main H															
7	-	Off H	翻									S:					
8	ВС	Waist										A:					
9	-1	Legs										A:					
10	-1	Feet										A:					
		Neck									Oil	00	0000000				
		Ring									Food		00000000				
		Ring									Picks		00000000 00000000				
Dmg Deflected to shield shades 1/2 pip TOTALS												icks 000000000 000000000000000000000000000					
BELT SLOTS				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	0	0	0	0	0	0	0	0	0	0	Lever	0	0	0	0	0	0	0	0	0	0
Poison	0	0	0	0	0	0	0	0	0	0	Disease	0	0	0	0	0	0	0	0	0	0

5	SKILLS	Max +20	Experience Track
1	Agility	•	000000000
2	Aware	\$ 0	000000000
3	Bravery	0 0	000000000
4	Dodge	•	000000000
5	Escape	• •	000000000
6	Locks	• •	000000000
7	Lucky	• •	000000000
8	Magic	0 0	000000000
9	Strong	© 0	000000000
10	Traps	0 0	000000000

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)												
Prin	nary	Adju	sted	Current								
OBJ	OBJECTIVES MET:											
TIM	TIME TRACK Bonus:											
å		\ 4		å								
P	(1)		(1)									
† 5		å		† 6	101							
(1)			4									
Spend 1 F	ood or lo	se 1 HP tl	nen refres	sh the tra	ck							

^{† =} Roll 1d10, if equal to or less roll on Table E. $\mathring{0}$ = Spend 1 Oil or suffer -20 to all Characteristics until 1 can be spent.





					BACK	KPACK							
Locat	ion	Unequipped Item	A/S	STR	DEX	INT	HP	DEF	DMG	Value	Repair	 Rep	air Track
		UNEO	UIPPI	ED PC	TIONS	S AND	NON S	LOT	ITEMS	<u> </u>			
Qty.		ITEM			lue	Qty.				E M			Value
		OUTCOT LOC					EME	IDE	DIII D	INC		TAI	TEC
		QUEST LOG									INVESTM	EN	
ATT	EMPTED	COMPLETED	F	AILED)	TR	ADE	FI	NANCE	Н	OLDINGS	<u> </u>	WARS
CUDDE	NT OHEST.						e = 100gp		nare = 300gp	_ _	Share = 500gp	1_	Share = 1000gp
CURRE	NT QUEST:) = 20gp		1 		1 Pip = 100gp	_	1 Pip = 200gp
					NO	TES							
					110	ILO							