



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	REWARI
							+100GP
							+5 SKILL
							1 000 11 000
							+1 PRIMARY S
							+1 PRIMARY I
							+1 PRIMARY
							+1 PRIMARY
							+1 REP
							+1 FATE
							TITALE
							+1 LIFE