

## 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	ATTACK VALUE	DEFENCE	DAMAGE MODIFIER	HEALTH POINTS	EXPERIENCE REWARD GAINED
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Gain 50 gp
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Gain 300 gp
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Shade any 1 Skill Pip
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Roll on table B
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Shade any 1 Characteristic Pip
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Gain +1 Fate point
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	
[ ]	AV:	DEF:	DMG:	HP:	Gain +1 Lives

TOP RIGHT - (Y) = Yellow (G) = Green (R) = Red (B) = Blue BOTTOM RIGHT - (I) = Interacted  
BOTTOM LEFT (S) = Searched ANYWHERE - ///// = Dungeon Rock ==S== Secret Passages

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DUNGEON ENTRANCE

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