NAME:					REP: Min 1 Max 10			P:		FATE:		LIV	LIVES:		QUES	QUEST ENC. MOD:		₩	
	ax 10  Experience Track							-20 Rolls when Dark Unlocks the Abilities below at 50											
Strength (Str)						Experience Track							MIGHTY BLOW						
						During Co							ombat Dmg Rolls of 10 roll again and add to first roll						
Dexterity (Dex)												Roll aga	PERFECT AIM again for Hit Location and choose either result						
Intelligence (Int)										70	U	nlocks the	SPELL CASTER as the Spell Book and can now use and learn Spells						
Roll DMG	eristic or Skill then  Location		uippe	d Iter	m		STR	DEX	INT	HP	DEF	DMC	3 Valı	ıe R	enair	Rena	air Tr	ack	
D10 Mod 1 +3	Head		шррс					DEIT	1111			+	1		- Pari				
2 +2	Back											+						 	
3 +1	Torso											+							
4 -	Arms											+							
5 -	Hands											+						 	
6 -	M Weap ∜	ļ,									+								
7 -	O Weap										+								
8 BC	Waist											+							
9 -1	Legs											+							
10 -1	Feet											+							
	Neck										+	+			SUP	PLIE	ES		
	Ring										+	+		Oil:				Max 20	
	Ring										+	+	F	ood:				Max 10	
* Offset Dmg to	shield & shades ½	ź a pip		Т	TOTAI	S	Bonus	Bonus	Bonus	Bonus	DB	Bonus	Pi	cks:				Max 30	
BELT SLOTS	1-2:		3-4	:				5–6:			7-8:				9-10:				
				Belt	t Slots a	re U	sed to	Equip B	Brews, Po	tions and	d Scrolls	;							
TZ	1 2	3 4	5	6	7	8	9	10	т	1	2	3				7 8	9	10	
Keys	0 0	$\frac{\circ}{\circ}$	0	0		$\frac{\circ}{\circ}$	0	O ]	Leve		0		$\frac{\mathbf{c}}{\mathbf{c}}$	) (	$\frac{\mathbf{c}}{\mathbf{c}}$			0	
Poison	00	00			<u> </u>		0	J I	Diseas	se 🔾	0	0						0	
SKILLS Max +20 Experience Track							INT Test Level Bonus SPELL BOOK Cost						HEATH POINTS (HP)						
1 Agility 00000000								+20											
2 Aware 000000000							+15						Primary Adjusted						
3 Bravery 00000000 <b>0</b>							50+ +10						OBJECTIVES MET:						
4 Dodge 000000000							_	+5					TIME	ETR		Bon	us:		
5 Escape 000000000							+0					ô		1 4		å			
						60+	-0				-	P		1	(1)				
7 Luck						+ $+$	70+	-5 10				$\dashv$	<b>†</b> 5		å	-	1 6	101	
8 Mag 9 Stror		0000				+	90+	-10 -15				-		_					
10 Trap		0000				+	100	-20				-				4	1		
1	1d10, if equal to					_ L			acteristics u	ntil 1 can b	e spent.	101 = S	pend 1 Fo	od or le	ose 1 HP	then refres	sh the tra	<u>L</u>	

				BACE	KPACI	(								
Location		Unequipped Item	STR	DEX	INT	HP	DEF	DMG	Value	Repair		pair Track		
										00000				
										00000				
		UNEC	QUIPPED PC	TION	S AND	NON S	LOT	ITEMS	3					
Qty.		ITEM		lue	Qty.				E <b>M</b>			Value		
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												+		
												+		
	QUEST LOG						EMPIRE BUILDING INVESTMENTS							
ATTEMPTED COMPLETED				)	TRADE		FINANCE		Н	HOLDINGS		WARS		
						1 Share = 100gp		1 Share = 300gp		1 Share = 500gp		1 Share = 1000gp		
CURRENT QUEST:						1 Pip = 20gp		1 Pip = 60gp		1 Pip = 100gp		1 Pin = 200 m		
						p – 20gp	1	Pip – ougp		1 PIp = 100gp		1 Pip = 200gp		
				NC	TES									