ADVENTURE SHEET

Fate Points

Cross off all found Fate Points here! (I)

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Prologue · Chapter 1 · 2 · 3 · 4 · 5 · 6 · 7 · Final

Karma

Devotion of the Gods (III)

1 2 3 4 5 6 7 8 9 10

current chapter/section

Strength

Power of Sun Goddess Kar (II)

X X X X X 6 7 8 9 10 11 12 13 14 15

Dexterity

Power of Moon God Ugar (II)

X X X X X 6 7 8 9 10 11 12 13 14 15

Weapons

	active	Hit Bonus	Notes	Attack (II)
1	☐	+		
2	☐	+		
3	☐	+	Weapon with max. +2	

Attack for each weapon = Strength + Hit Bonus (+ possible Fighter's ability)

Voluntary Decline ☆

Clothing (II)

	Protection Bonus		Protection Bonus
Head	+	Body	+
Arms	+	Legs	+
Feet	+	Cloak/ Disguise	

Special Items

These items shouldn't be discarded! (I)

1 ☐	7
2	8
3	9
4	10
5	11
6	12

Defence (II)

Dexterity + all Protection Bonusses

Vitality (II)

Penalty ☆☆

fit · normal · battered · hurt (-1) · critical (-2) · dead (†)

Abilities

Note your special mental and physical abilities here. (II)

1	7
2	8
3	9
4	10
5	11
6	12

Utensils

You are allowed to carry only a maximum of 6 utensils! (I)

1	4
2	5
3	6

Money

Dinars

Rage (III)

1. · 2. · 3. angry · 4. furious · 5. enraged

Kyrna's Saddlebag

The saddlebag has space for 6 more utensils! (V)

7	10
8	11
9	12

Standard equipment in/at the saddlebag: Rider's Thorn, Rider's Bow, Rider's Coat, Dragon Horn

Rider Rank (V)

X · 2. · 3. · 4. · 5.

Companion · Consort · Familiar · Friend · Master

Kyrna's Vitality (V)

normal · battered · hurt · critical · dead (†)

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