

ACTION CHART

MAGICAL POWERS

1	Mastery of Beasts
2	
3	
4	
5	
Coven Spell Nurturing	Special Power The Knowing

BACKPACK

1
2
3
4
5
6
7
8
Can be discarded when not in combat

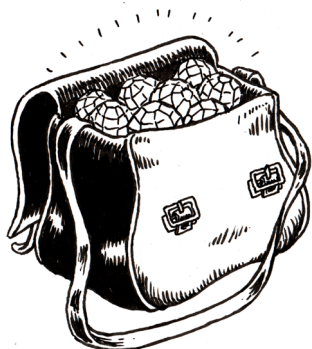
WEAPONS

1	Wytych Dagger (+1 to CS)
2	

NOTES

TWILIGHT BLESSING

1st:	2nd:	3rd:
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MEALS

(Carried in Backpack)
- 3EP if no Meals are available
when instructed to eat

BELT POUCH (50 coins maximum)

COMBAT SKILL

WILLPOWER

May go above initial score

ENDURANCE POINTS

Can never go above
initial score, 0=dead

COMBAT RECORD

ENDURANCE POINTS	WILLPOWER POINTS	COMBAT RATIO	ENDURANCE POINTS
Aeryth			ENEMY
Aeryth			ENEMY
Aeryth			ENEMY
Aeryth			ENEMY



SPECIAL ITEMS

1	Starsteel Chainmail (+3 to END)	7
2	Whispercuff	8
3		9
4		10
5		11
6		12