

ACTION CHART

COMBAT SKILL

Initial Value

15

ENDURANCE POINTS

Initial Value

20

Can never go above initial score. 0=dead

CS = COMBAT SKILL EP = ENDURANCE POINTS

BACKPACK

(maximum 8 articles)



1

2

3

4

5

6

7

8

Can be discarded or changed when not in combat.



MEALS

-3 EP if no Meal available when instructed to eat.

BELTPOUCH

Containing Gold Crowns (maximum 50)

ACTION CHART

WEAPONS

1

2

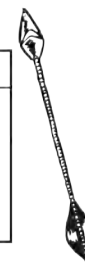
If combat entered with Dagger, -2 CS.

If combat entered with no weapon, or any weapon besides Gearbow or Dagger, -4 CS.

AMMUNITION

QUIVER

ARMORED QUIVER



SPECIAL ITEMS

(Max 12)

Description Known Effects

1

2

3

4

5

6

7

8

9

10

11

12

COMBAT RECORD

PLAYER CHARACTER (PC)

ENEMY

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

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NOTES

