

FIGHTING ADVENTURE FANTASY SHEET

Adventurer's Name

SKILL
Initial Skill =

STAMINA
Initial Stamina =

LUCK
Initial Luck =

ITEMS OF EQUIPMENT CARRIED

TIME TRACK

GOLD

DAMAGE

POTIONS

CODEWORDS

DAY OF THE WEEK

<input type="radio"/> Stormsday	
<input type="radio"/> Moonsday	
<input type="radio"/> Fireday	
<input type="radio"/> Earthday	
<input type="radio"/> Windsday	
<input type="radio"/> Seaday	
<input type="radio"/> Highday	

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =