

Adventure Sheet (download extra copies at www.talamander.com)

Skills	starting score	current score
Attack		(cannot exceed starting score)
Health		(cannot exceed starting score)
Agility		
Luck		
Perception		

Weapons (use only one at a time)	
Weapon	damage
1.	
2.	

Backpack (max 12 items)	1	2	3	4
	5	6	7	8
	9	10	11	12

Outfit	item worn	item bonus
Face		
Neck		
Clothing		
Ring (left hand)		
Ring (left hand)		
Ring (right hand)		
Ring (right hand)		

Coin purse

Reputation points

Hunting sling stone bag (maximum 10 stones)

Family luck (use once per adventure – tick box when used)

Save points
(record section number in box)

Chapter one

Chapter two

Chapter three

Chapter four

(return there when you die!)

Code words

(P = permanent)

- ARGUS
- ANDER
- AFIRE (P)
- ADRIK
- ALDON
- AKILO
- AJARS
- ARING
- ASCAN
- ABOKE
- ADEAD
- ADORE
- ATURN
- ALIVE
- ABYEE

Notes

