Adventure Sheet – Issue 2 (download extra copies at www.talamander.com)

Skills	starting score	current score	Weapons (use only one at a time)	
Attack		(cannot exceed starting score)	Weapon	damage
Health		(cannot exceed starting score)	1.	
Agility				
Luck			2.	
Perception				

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

Outfit	item worn	item bonus	Coin purse	Reputation points
Face				Reputation points
Neck				(tick when earned – can you find them all?)
Clothing			Hunting sling	Unspeakable horror
Ring (left hand)				Geralt the wyrm
Ring (left hand)			Туре:	Evil crustacean
Ring (right hand)			Bonus:	Village defences
Ring (right hand)			Stones (max. 10):	Crab rider

Family luck	Bestiary	Code words (P = permanent) Friends of the Fo	Friends of the Forest	
	bonus	issue one Briar		
Save points (record section numb Survival!	er in box) day two	ARGUSASCANANDERABOKEAFIRE (P)ADEADADRIKADOREALDONATURNAKILOALIVE	od	
		AJARS ABYEE Notes		
day one	final battle	issue two		
B Jojo O		BOLDE (P) BLINK BADLY (P) BONDE BRAWL BLURR (P) BLESS BEAST BASES BECOM		