

# ADVENTURE SHEET

## FATE POINTS

Cross off all found Fate Points here! ❶

1	2	3	4	5	6	7	8	9	10	11	12	13	14
Prologue	Chapter 1			2	3	4	5	6	7	Finale			

## STRENGTH

Power of Sun Goddess Kar ❷

X	X	X	X	X	6	7	8	9	10	11	12	13	14	15
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## Weapons

active

Hit Bonus

Notes

ATTACK ❷

01	<input type="checkbox"/>	+		
02	<input type="checkbox"/>	+		
03	<input type="checkbox"/>	+	Weapon with max. +2	

Attack for each weapon = Strength + Hit Bonus (+ possible Attack Bonus from Fighter's ability)  
Voluntary Decline ☆

## Special Items

These items shouldn't be discarded! ❶

01	<input type="checkbox"/>	07
02		08
03		09
04		10
05		11
06		12

## Utensils

You are allowed to carry only a maximum of 6 utensils! ❶

01	04
02	05
03	06

## Kyrna's Saddlebag

The saddlebag has space for 6 more utensils! ❷

07	10
08	11
09	12

Standard equipment in/at the saddlebag: Rider's Thorn, Rider's Bow, Rider's Coat, Dragon Horn



## KARMA

Devotion of the Gods ❸

1	2	3	4	5	6	7	8	9	10
						☆		☆	

current chapter/section

## DEXTERITY

Power of Moon God Ugar ❷

X	X	X	X	X	6	7	8	9	10	11	12	13	14	15
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## Clothing

Protection Bonus

Protection Bonus

○	Head	+	○	Body	+
○	Arms	+	○	Legs	+
○	Feet	+	○	Cloak/Disguise	

## DEFENSE

❷

Dexterity + all Protection Bonusses

## VITALITY

Penalty ☆☆☆

fit	normal	battered	-1 hurt	-2 critical	+ dead
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## Abilities

Note your special mental and physical abilities here. ❷

Attack Bonus

01	B4	07	C98 C99	+
02	302	08		334
03	302	09		341
04	302	10		B8
05	309 318 329	11		566
06	332	12		791 866 886

## Money

Dinars/  
Shekels

## RIDER RANK

❷

X	2	3	4	5
Companion	Ally	Familiar	Friend	Master

## RAGE

1	2	3	4	5
		angry	furious	enraged

## KYRNA'S VITALITY

❷

○	○	○	○	+
normal	battered	hurt	critical	dead