

COMBAT TRACK

Add each encounters you face to the combat track. If you or a monster escapes combat remove the monster from the track (leaving only defeated monster on the track. If you happen to defeat a monster that has a reward, immediately gain that reward.

ENCOUNTER	ATTACK VALUE	DEFENCE	DAMAGE MODIFIER	HEALTH POINTS	EXPERIENCE REWARD GAINED
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain 50 gp
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain 300 gp
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Shade any 1 Skill Pip
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Roll on table B
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Shade any 1 Characteristic Pip
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain +1 Fate point
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	
[]	AV:	DEF:	DMG:	HP:	Gain +1 Lives