

Knight of Destiny: Adventure Record Sheet														
Name:						Piety Points:								
Arms:	Hand weapon (slashing)					Rebellion Level:		1	2	3	4	5 (lose game)		
Armor:	Heavy armor, shield					Bosses Slain:		Agravain		Garlon		Turquine	Mordred	
Level:	3 (9 life)		4 (10 life)		5 (11 life)		Rumors Tally:							
Life Points Lost:			Holy Avenger			Side Quests Won:		Giant		Dragon		Green Knight		
								Questing Beast		Old Hags		Wizard		
			Divine Smite			Treasures/Items/Relics:				Gold: 40 (starting)				
Retainers: (B=brute, H=hunter, M=merchant, S=streetwise)														
Name B/H/M/S Life Points Lost & Notes														
DEFENSE ROLL SUCCESS TABLE (dice roll needed to block)								Other Equipment (bandages etc): <i>Lantern</i>						
Armor	Value	Enemy Level												
		1	2	3	4	5	6						7	8
None or Merchant	+0	2	3	4	5	6	6						6	6
Light Armor or Shield	+1	2	2	3	4	5	6						6	6
Brute, Hunter, Streetwise	+2	2	2	2	3	4	5						6	6
Heavy Armor	+2	2	2	2	3	4	5						6	6
Heavy Armor + Shield	+3	2	2	2	2	3	4	5	6					
ATTACK ROLL SUCCESS TABLE (dice roll needed to hit)										TABLE INDEX: Table 1: Journey Table Table 2: Inn Table Table 3: Encounter Table Table 4: Traitors Attack Table 5: Pilgrimage Table Table 6: Day Minions Table Table 7: Challenge Table Table 8: Night Minions Table Table 9: Side Quest Table Table 10: Test of Piety Table Table 11: Return to Camelot Table Table 12: Castle Perilous Table Table 13: Treasure Table Table 14: Rare Items Table Table 15: Shopping and Costs Table				
Attacker Level	Value	Enemy Level												
		1	2	3	4	5	6	7	8					
Merchant (includes -1)	+0	2	2	3	4	5	6	7	8					
Hunter, Streetwise	+1	2	2	2	3	4	5	6	7					
Brute	+2	2	2	2	2	3	4	5	6					
Level 3 Paladin	+3	2	2	2	2	2	3	4	5					
Level 4 Paladin	+4	2	2	2	2	2	2	3	4					
Level 5 Paladin	+5	2	2	2	2	2	2	2	3					
Add +1 for two handed weapon, deduct -1 for light weapon														
Tally of Minion Fought (1 XP roll for every 10 encounters):														