

CHARACTER RECORD

NAME:			SPELLS (optional)	
STATS	Stat Value	Stat Bonus	1	_____
			2	_____
Strength (St)	_____	_____	3	_____
Agility (Ag)	_____	_____	4	_____
Intelligence (In)	_____	_____	5	_____
			6	_____
Endurance = _____ = 20 + (2 x St Stat)			7	_____

SKILLS	Total Bonus	=	Skill Bonus	+	Stat Bonus	+	Special Bonuses
Melee OB	_____	=	_____	+	_____ St	+	_____
Missile OB	_____	=	_____	+	_____ Ag	+	_____
DB	_____	=	N/A	+	_____ Ag	+	_____
Running	_____	=	N/A	+	_____ Ag	+	_____
General	_____	=	_____	+	_____ Ag	+	_____
Trickery	_____	=	_____	+	_____ In	+	_____
Perception	_____	=	_____	+	_____ In	+	_____
Magical	_____	=	_____	+	_____ In	+	_____

EQUIPMENT

Worn (one of each Type):

Armor _____

Cloak _____ Dagger _____

Belt&Pouch (money, gems, etc.) _____

In Backpack / Sheathed / Carried:

1) _____	7) _____
2) _____	8) _____
3) _____	9) _____
4) _____	10) _____
5) _____	11) _____
6) _____	12) _____

DAMAGE TAKEN	TIME Minutes Days	EXPERIENCE Points

MERP STATS TABLE

(See **MERP** Table ST-2 for an explanation of the codes)

[illegible]

COMBAT TABLE

<i>Number Picked</i>	Attacker's OB - Defender's DB *									
	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
2	0	0	0	0	0	0	0	0	0	0
3	2	1	1	1	0	0	0	0	0	0
4	4	3	2	2	1	0	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0
6	7	6	5	4	3	2	1	0	0	0
7	8	7	6	5	4	3	2	1	1	0
8	9	8	7	6	5	4	3	2	2	1
9	U	9	8	7	6	5	4	3	2	2
10	U	U	U	8	7	7	6	5	4	3
11	K	K	U	U	U	U	8	7	6	5
12	K	K	K	K	K	K	U	U	U	U

* — If OB-DB difference is greater than +5, add the excess to the number picked; if the difference is less than -4, treat it as -4.

Results:

= A number result indicates the amount of damage taken; if the total damage taken exceeds the combatant's endurance point total, the character is unconscious.

U = Unconscious (knocked out), wounded, and out of action; see text for results.

K = Killed; if this result is achieved against you your quest is over!

ACTION TABLE

- **Attack:** You must fight your opponent.
- **Run Away:** *Pick a number and add your Running bonus.* If the result is 8 or greater, follow the text instructions. Otherwise, you must fight your opponent and you are "surprised" (i.e., he gets to attack first).

RANDOM NUMBER TABLE

6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6
7	5	6	9	8	5	7	3	6	11	8	9
3	12	7	2	10	8	4	11	7	4	10	6
4	8	5	6	9	7	10	8	9	6	5	7
6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6

Area Map

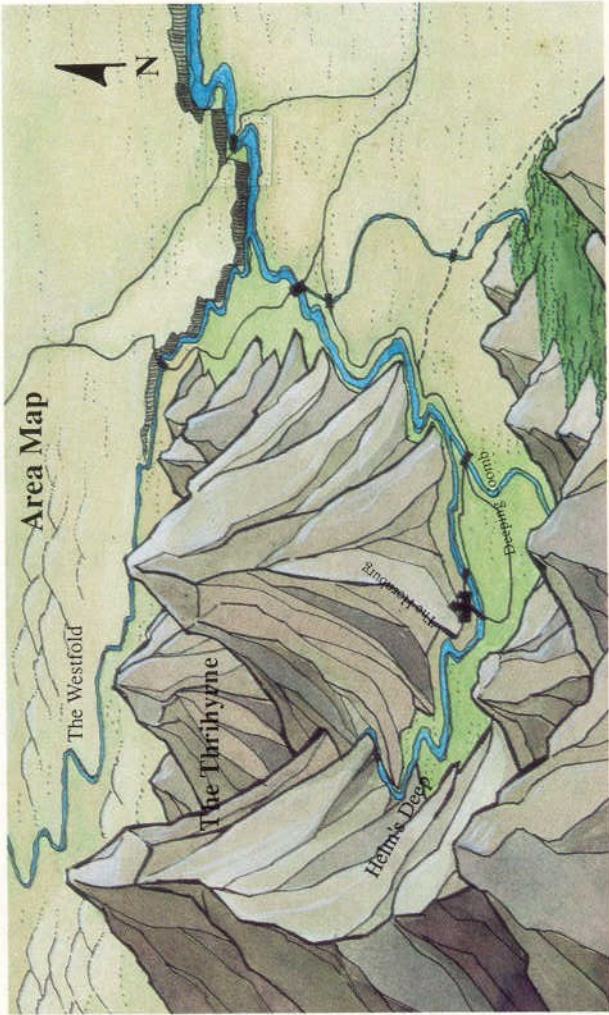
The Westfold

The Thrihyrne

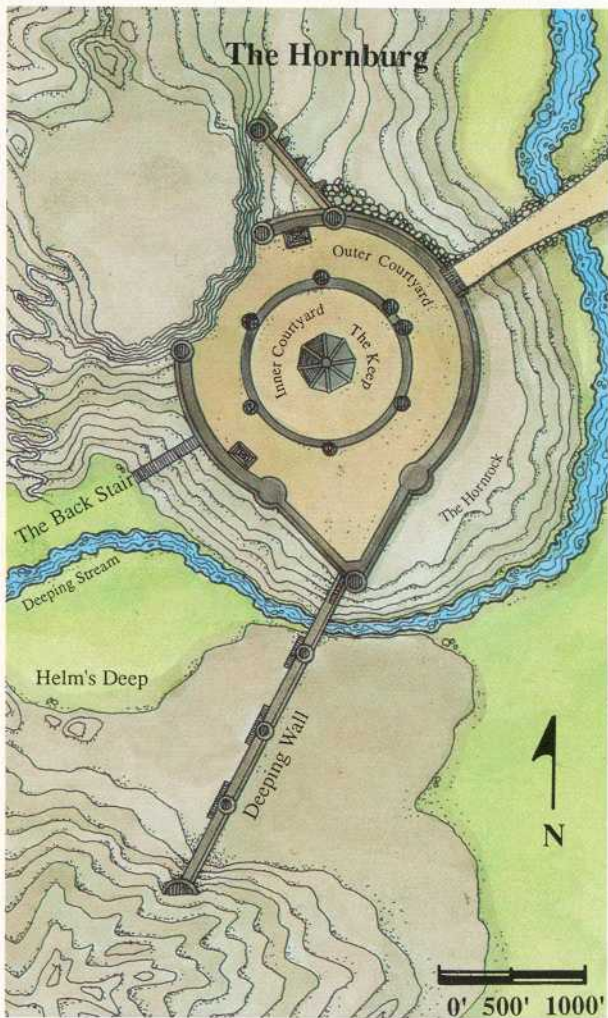
Helm's Deep

The Hallowing

Deepling



The Hornburg



NOTES: