

Personal History Pad CHARACTER:

TURN RECORD

Special Advantages:

ALLIES:
FRIENDS:
UNFRIENDLY:
ENEMIES:

- 1.
- 2.

Day/Turn	Activities	FIND ENEMIES	FAME	TOTAL GAIN	NOTORIETY	TOTAL GAIN	GOLD	TOTAL
1								
2								
3								
4								
5								
6								
7	WHITE							
8								
9								
10								
11								
12								
13								
14	GREY							
15								
16								
17								
18								
19								
20								
21	PURPLE							
22								
23								
24								
25								
26								
27								
28	GOLD							

Lunar Month:

1								
2								
3								
4								
5								
6								
7	BLACK							
8								
9								
10								
11								
12								
13								
14	GREY							
15								
16								
17								
18								
19								
20								
21	PURPLE							
22								
23								
24								
25								
26								
27								
28	GOLD							

FIND ENEMIES
FAME
TOTAL GAIN
NOTORIETY
TOTAL GAIN
GOLD
TOTAL

Discoveries:
Hidden Paths (green) 2-5
CLIFF (enchanted) 2-5
CRAG (green) 2-3
DEEP WOODS (enchanted) 2-3
(green) 1-4
(green) 3-6
(green) 3-6
(enchanted) 3-4
(enchanted) 3-6
(enchanted) 4-6
LEDGES (green) 1-3
(green) 1-3
(enchanted) 4-6
MOUNTAIN (enchanted) 1-3
(enchanted) 4-6
(green) 4-6
RUINS (enchanted) 1-3
(enchanted) 4-6
RUIINS (green) 1-5
(enchanted) 1-2
(enchanted) 1-4
(enchanted) 1-4
(enchanted) 2-6

NOTES:

Secret Passages
BORDERLAND (green) 4-5
(enchanted) 4-5
CAVERN (green) 1-4
(green) 1-4
(green) 3-5
(green) 3-5
CAVES (enchanted) 1-2
(enchanted) 1-2
(enchanted) 4-5
(green) 2-3
(green) 2-3
CLIFF (enchanted) 1-6
(green) 3-6
(green) 3-6
CRAG (enchanted) 3-6
(green) 1-6
(enchanted) 4-5
MOUNTAIN (enchanted) 1-4
(enchanted) 1-4
RUINS (enchanted) 3-6

Special Cards
TOADSTOOL,CIRCLE
CRYPTOFTHE KNIGHT
ENCHANTED MEADOW

Treasure Locations
ALTAR POOL
CAIRNS SHRINE
HOARD STATUE
LAIR VAULT

VICTORY REQUIREMENTS

CATEGORY	POINTS	NEEDED
GREAT TREASURES	times 1	
USABLE SPELLS	times 2	
FAME	times 10	
NOTORIETY	times 20	
GOLD	times 30	

USED THIS ROUND

SPELL name: type: color:	SPELL name: type: color:	SPELL name: type: color:	SPELL name: type: color:	SPELL name: type: color:	SPELL name: type: color:	SPELL name: type: color:
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SPELLS

ATTACKING NON-CHARACTERS

1st roll	2nd roll	3rd roll
1,2	1,2,3	
3,4	4,5,6	
5,6		

place in remaining direction
to vacant box

MELFEE SECTION

ATTACKS

Attack
Thrust Ahead
(Hits Charge)

Attack
Swing To Side
(Hits Dodge)

Attack
Smash Down
(Hits Duck)

DUCK
and
SMASH

DODGE
and
SWING

CHARGE
and
THRUST

SHIELD
protects against
Smash

SHIELD
protects against
Swing

SHIELD
protects against
Thrust

HELMET
protects against
Smash

BREASTPLATE
protects against
Thrust and Swing

SUIT OF ARMOR
protects against
All Attacks

Maneuver
Duck
Down

Maneuver
Dodge
To Side

Maneuver
Charge
Ahead

DEFENSES