Combat log

One column per round. Record the room and final values. If the log fills up, use another sheet.

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Warrior

Steel and resolve clear your path.



Name _____

CLASS TALENT

Each combat round, add +1 to the Stroke die after assigning it. The final value never exceeds 6.

START A STANDALONE ADVENTURE

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME
8	+1	+0	2	30

YOUR CAMPAIGN CHARACTER

Total XP _____ Level _____

CURRENT VALUES AFTER UPGRADES

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME

PERMANENT UPGRADES

Vigour ☐ ☐ Precision ☐ Guard ☐ Pack ☐

Vigour: +2 maximum health, up to twice. Precision: +1 Stroke; Guard: +1 Defence; Pack: +1 starting supply. Precision, Guard and Pack: once each per campaign.

RELICS ACQUIRED

Map ☐ Seed ☐ Wheel ☐ Hand ☐

Equipped relic _____ Use spent ☐

EQUIPMENT AND NOTES

Start fresh in standalone adventures. In a campaign, keep XP, upgrades and relics; replenish resources when resting between stages. You may erase and update this sheet.

Explorer

You see paths and hiding places where others see only stone.



Name _____

CLASS TALENT

Twice per adventure, search an exploration square without paying its 1 time. Pay any extras. This cannot pay for combat, movement or healing with supplies. Mark each use here or on the map: two uses in total.

Free searches spent ☐ ☐

START A STANDALONE ADVENTURE

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME
8	+0	+0	2	30

YOUR CAMPAIGN CHARACTER

Total XP _____ Level _____

CURRENT VALUES AFTER UPGRADES

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME

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RELICS ACQUIRED

Map ☐ Seed ☐ Wheel ☐ Hand ☐

Equipped relic _____ Use spent ☐

EQUIPMENT AND NOTES

Start fresh in standalone adventures. In a campaign, keep XP, upgrades and relics; replenish resources when resting between stages. You may erase and update this sheet.

Scholar

Knowledge helps you anticipate every threat.



Name _____

CLASS TALENT

Each combat round, add +1 to the Defence die after assigning it. The final value never exceeds 6.

START A STANDALONE ADVENTURE

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME
8	+0	+1	2	30

YOUR CAMPAIGN CHARACTER

Total XP _____ Level _____

CURRENT VALUES AFTER UPGRADES

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME

PERMANENT UPGRADES

Vigour ☐ ☐ Precision ☐ Guard ☐ Pack ☐

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RELICS ACQUIRED

Map ☐ Seed ☐ Wheel ☐ Hand ☐

Equipped relic _____ Use spent ☐

EQUIPMENT AND NOTES

Start fresh in standalone adventures. In a campaign, keep XP, upgrades and relics; replenish resources when resting between stages. You may erase and update this sheet.

Warrior

Steel and resolve clear your path.



Name _____

CLASS TALENT

Each combat round, add +1 to the Stroke die after assigning it. The final value never exceeds 6.

START A STANDALONE ADVENTURE

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME
8	+1	+0	2	30

YOUR CAMPAIGN CHARACTER

Total XP _____ Level _____

CURRENT VALUES AFTER UPGRADES

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME

PERMANENT UPGRADES

Vigour ☐ ☐ Precision ☐ Guard ☐ Pack ☐

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RELICS ACQUIRED

Map ☐ Seed ☐ Wheel ☐ Hand ☐

Equipped relic _____ Use spent ☐

EQUIPMENT AND NOTES

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Name _____

CLASS TALENT

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START A STANDALONE ADVENTURE

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YOUR CAMPAIGN CHARACTER

Total XP _____ Level _____

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Equipped relic _____ Use spent ☐

EQUIPMENT AND NOTES

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Scholar

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Name _____

CLASS TALENT

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START A STANDALONE ADVENTURE

MAXIMUM HEALTH	STROKE BONUS	DEFENCE BONUS	SUPPLIES	TIME
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EQUIPMENT AND NOTES

Start fresh in standalone adventures. In a campaign, keep XP, upgrades and relics; replenish resources when resting between stages. You may erase and update this sheet.