

WindhammeR

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CHARACTER STATUS SHEET

FIRST IN THE CHRONICLES OF ARBORELL INTERACTIVE GAMEBOOK SERIES

CHARACTER ATTRIBUTES (50 POINTS MAXIMUM)

STRENGTH (5 - 11)

AGILITY (1 - 5)

ENDURANCE (15 - 35)

LUCK (1 - 5)

INTUITION (1 - 5)

SUB-TOTAL

+

+

=

COMBAT
VALUE

ARMOUR
BONUS

SKILL/TALENT
BONUS

50 character points must be spread within these five attributes. Strength plus Agility, combined with any Armour or Skill/Talent Bonuses, will determine your character's Combat Value.

ENDURANCE POINTS

Note: Your initial Endurance level cannot be exceeded during the course of your adventure

SKILL AREAS

- | | | |
|--------------------------|---------------|---------------------------|
| <input type="checkbox"/> | BUSHCRAFT | +5 to Endurance Points |
| <input type="checkbox"/> | HUNTMASTERY | +1 to Combat Value |
| <input type="checkbox"/> | WEAPONMASTERY | +1 to Combat Value |
| <input type="checkbox"/> | LORE CRAFT | +1 to Intuition Attribute |
| <input type="checkbox"/> | BRIGANDRY | No Attribute Advantages |
| <input type="checkbox"/> | STEALTH | +1 to Shimmera |

CHOSEN TALENTS

1)

2)

EQUIPMENT (AND ITEMS FOUND)

Note: After Purchasing equipment and rations at start of adventure only a further 8 items may be carried at any one time.

QUEST NOTES

RATIONS

A maximum of 6 rations may be held at any one time

SHIMMERA

SAVED GAME SECTION

NAHLA BREAD

There is no limit on this item

ARTIFACTS FOUND

