


Final Quest

Name	Class
Class bonus	

Melee Weapon Name	Attack Dice	<input type="text"/>
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Melee	Ranged	
Natural Magic Dice Add to weapon when attacking.		Magic Dice Generates 1 magic point per dice per day.

Melee Weapon Name	Attack Dice	<input type="text"/>
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Stored Magic (mage only)				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Ranged Weapon Name <i>Single target weapon</i>	Attack Dice <i>Spread weapon</i>	<input type="text"/>
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Ammunition & Type

<input type="text"/>

Ranged Weapon Name <i>Single target weapon</i>	Attack Dice <i>Spread weapon</i>	<input type="text"/>
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Ammunition & Type

<input type="text"/>

See pg 5 for starting stats and equipment

Food rations

<input type="text"/>

Medkits

<input type="text"/>

Items

<input type="text"/>

Health

E IS EXHAUSTION LEVEL

E2	E2	E2	E2	E3	E3	E3	E3	E3	E3
1	2	3	4	5	6	7	8	9	10
E4	E4	E4	E4	E4	E5	E5	E5	E5	E5
11	12	13	14	15	16	17	18	19	20

Armour

1	2	3	4	5	6	7	8	9
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