



# Encounter Tracker / Cheat Sheet

① _____	KO	Hurt	Bruised	Grazed
② _____	KO	Hurt	Bruised	Grazed
③ _____	KO	Hurt	Bruised	
④ _____	KO	Hurt	Bruised	
⑤ _____	KO	Hurt	Bruised	
⑥ _____	KO	Hurt	Bruised	
⑦ _____	KO	Hurt	Bruised	
⑧ _____	KO	Hurt	Bruised	


## Melee Dice Pool (Strength)

 The melee dice pool (melee pool) shows the number of dice the hero or monster uses for melee actions and Strength ability tests.


## Ranged Dice Pool (Dexterity)

 The ranged dice pool (ranged pool) shows the number of dice the hero or monster uses for ranged actions and Dexterity ability tests.


## Magic Dice Pool (Intelligence)

 The magic dice pool (magic pool) shows the number of dice the hero or monster uses for magic actions and Intelligence ability tests.

## Armor Dice Pool

 The armor dice pool (armor pool) shows the number of dice the hero or monster uses to defend against attacks.

## Health Boxes






 These boxes represent how much damage the heroes and monsters can take.

You can find more details about the heroes' health in the Health and Damage section on page 26.







## Health

Boss monster:	KO	Hurt	Bruised	Grazed
Tough monster:	KO	Hurt	Bruised	
Normal monster:	KO	Hurt		
Weak monster:	KO			

## Inventory

-  Healing potions heal heroes to full health and can also be used on a damaged or KO'd ally.
-  It's a rope. It's very versatile and useful for overcoming terrain obstructions.
-  Food is also very handy, especially for distracting monsters.
-  Gold is useful for persuading intelligent enemies or game characters.
-  Herbs are used to make healing potions.

## Skills

-  The hero is learned and knows about history and lore.
-  The hero knows how to use disguises and to sneak around.
-  The hero can track people or animals.
-  The hero is good at talking and can win over hostile characters.
-  The hero can fly over obstacles and enemies.
-  The hero can see in the dark and low light conditions.