

# FIGHTING ADVENTURE FANTASY SHEET

Adventurer's Name .....

**SKILL**  
Initial Skill =

**STAMINA**  
Initial Stamina =

**LUCK**  
Initial Luck =

**ITEMS OF  
EQUIPMENT  
CARRIED**

**GOLD**

**JEWELS**

**POTIONS**

**PROVISIONS  
REMAINING**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

## MONSTER ENCOUNTER BOXES

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**

**SKILL =**  
**STAMINA =**