

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

+

ARMOUR
BONUS

+

SKILL/TALENT
BONUS

=

COMBAT
VALUE

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

EQUIPMENT (AND ITEMS FOUND)

SKILL AREAS

- BUSHCRAFT +5 to Endurance Points
 HUNTMASTERY +1 to Combat Value
 WEAPONMASTERY +1 to Combat Value
 LORECRAFT +1 to Intuition Attribute
 BRIGANDRY No Attribute Advantages
 STEALTH +1 to Shimmera

CHOSEN TALENTS

- 1)
- 2)

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

