FIGHTING FANTASY ADVENTURE SHEET

Adventurer's Name . . . . . .

SKILL
Initial Skill =

STAMINA
Initial Stamina =

LUCK
Initial Luck =

ITEMS OF EQUIPMENT CARRIED

TIME TRACK

GOLD

DAMAGE

CODEWORDS

POTIONS

DAY OF THE WEEK

- Stormsday
- Moonsday
- Fireday
- Earthday
- Windsday
- Seaday
- Highday

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =