



Adventure Sheet



NAME

PROFESSION

GOD

RANK

DEFENCE

ABILITY

SCORE

CHARISMA

COMBAT

MAGIC

SANCTITY

SCOUTING

THIEVERY

POSSESSIONS (maximum of 12)

STAMINA

When unwounded

Current:

RESURRECTION ARRANGEMENTS

MONEY

TITLES AND HONOURS

BLESSINGS

<input type="checkbox"/> Baluster	<input type="checkbox"/> Bounty
<input type="checkbox"/> Barnacle	<input type="checkbox"/> Boysen
<input type="checkbox"/> Bashful	<input type="checkbox"/> Bridoon
<input type="checkbox"/> Bastion	<input type="checkbox"/> Brisket
<input type="checkbox"/> Beltane	<input type="checkbox"/> Brush
<input type="checkbox"/> Bisect	<input type="checkbox"/> Bullion
<input type="checkbox"/> Blemish	<input type="checkbox"/> Bullseye
<input type="checkbox"/> Bobbin	<input type="checkbox"/> Bumble
<input type="checkbox"/> Bones	<input type="checkbox"/> Bunting
<input type="checkbox"/> Bookworm	<input type="checkbox"/> Buzz
<input type="checkbox"/> Bosky	

To use an ability (COMBAT, THIEVERY, and so on), roll two dice and add your score in the ability. To succeed you must roll higher than the Difficulty of the task.

You want to calm down an angry innkeeper. This requires a CHARISMA roll at a Difficulty of 10. Say you have a CHARISMA score of 6. This means that you would have to roll 5 or more on two dice to succeed.

Fighting involves a series of COMBAT rolls. The Difficulty of the roll is equal to the opponent's Defence score. (Your Defence score is equal to your Rank PLUS your armour bonus PLUS your COMBAT score.) The amount you beat the Difficulty by is the number of Stamina points that your opponent loses.

That's pretty much all you need to know. If you have any detailed queries, consult the *Adventuring in the Fabled Lands 2* document.

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Adventurer's Journal

For the keeping of notes