

Dawi Zharr Roleplay Adventure Record Sheet

Name Adventurer Type Immortal Battle Level	Move:	Base	Adj.	-GOLD- 
	Weapon Skill:			
	Ballistic Skill:			
	Strength:			
	Toughness:			
	# Attacks:			
	Pinning:			
	Will Power:			
	Initiative:			
	LUCK:			

-WOUNDS- STARTING WOUNDS	-SKILLS- 
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-BONUSES & SPECIAL NOTES-		RUNES		
Magic Resistance (___)		WEAPON 1	WEAPON 2	ARMOUR
Hates Orcs (-1 to-hit, +1 Attack)		1 -	1 -	1 -
+1 Dmg Die on to-hit roll of (5+)		2 -	2 -	2 -
Immune to Fear and Terror		3 -	3 -	3 -
Chaos Dwarfs on the same board section gain +2 vs. Fear and Terror		4 -	4 -	4 -
<u>Roll of 1</u>	-SPECIAL TO-HIT NOTES-	<u>Roll of 6</u>	5 -	5 -
		6 -	6 -	6 -

To-Hit Chart

Enemy WS	1	2	3	4	5	6	7	8	9	10
To-Hit Roll										

Inventory

-ITEMS & EQUIPMENT-

(Pre req.) Immortal's Stone Armour (+2 T)

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Blunderbuss Shots fired		Reload Time	1D3
Starting Gun Power & Shot x		Metal Shard x	

-TREASURE-

[illegible]

Dawi Zharr Roleplay Adventure Record Sheet

Name Adventurer Type Sorcerer Battle Level	Move: <i>(Dark Gift)</i> (-1)	Base	Adj.	-GOLD- 																					
	Weapon Skill:																								
	Ballistic Skill:																								
	Strength: (-1D3)			-SKILLS- 																					
	Toughness: (-1D3)																								
	# Attacks:																								
	Pinning:																								
	Will Power:																								
	Initiative: (-1D3)																								
LUCK:																									
-WOUNDS-		-SPELLS-		POWER/TURN 1D6+ RESERVE POWER 																					
STARTING WOUNDS (Dark Gift) (-1D6)																									
-BONUSES & SPECIAL NOTES- Magic Resistance (___) Hates Orcs (-1 to-hit, +1 Attack) +1 Dmg Die on to-hit roll of (___) Hashut's Dark Gift (<i>casting</i>)			RUNES <table border="1"> <thead> <tr> <th>WEAPON 1</th> <th>WEAPON 2</th> <th>ARMOUR</th> </tr> </thead> <tbody> <tr><td>1 -</td><td>1 -</td><td>1 -</td></tr> <tr><td>2 -</td><td>2 -</td><td>2 -</td></tr> <tr><td>3 -</td><td>3 -</td><td>3 -</td></tr> <tr><td>4 -</td><td>4 -</td><td>4 -</td></tr> <tr><td>5 -</td><td>5 -</td><td>5 -</td></tr> <tr><td>6 -</td><td>6 -</td><td>6 -</td></tr> </tbody> </table>		WEAPON 1	WEAPON 2	ARMOUR	1 -	1 -	1 -	2 -	2 -	2 -	3 -	3 -	3 -	4 -	4 -	4 -	5 -	5 -	5 -	6 -	6 -	6 -
WEAPON 1	WEAPON 2	ARMOUR																							
1 -	1 -	1 -																							
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4 -	4 -	4 -																							
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6 -	6 -	6 -																							
<u>Roll of 1</u> -SPECIAL TO-HIT NOTES-	<u>Roll of 6</u>																								

To-Hit Chart

Enemy WS	1	2	3	4	5	6	7	8	9	10
To-Hit Roll										

Inventory

-ITEMS & EQUIPMENT-												
Lamp Robes												
Blunderbuss Shots fired					Reload Time		1D3					
Starting Gun Power & Shot x					Metal Shard x							
-TREASURE-												
<i>Iron Scepter:</i> Inflicts regular damage + Str.												
												
-CAPTURED SLAVES-					-SLAVES OWNED-							
					Type and Number							
					Lamp Slave							
					Hiding with Master							
Lamp Slave: (Hide with Master)					M	WS	BS	S	T	I	A	Pin
Dodge 4+, Magic Resistance 4+					4	1*	-	1	1	1	0	2+

Hobgoblin Slave Roleplay Adventure Record Sheet

Name Adventurer Type Hobgoblin Sneaky Git Battle Level	Move:	Base	Adj.	-GOLD-  Must forfeit 10% of his Gold earnings at the end of each Adventure.
	Weapon Skill:			
	Ballistic Skill:			
	Strength:			
	Toughness:			
	# Attacks:			
	Pinning:			
	Will Power:			
	Initiative:			
LUCK:				
-WOUNDS- STARTING WOUNDS	Slaver 			-SKILLS-
-BONUSES & SPECIAL NOTES-				
<u>Roll of 1</u>		-SPECIAL TO-HIT NOTES-		<u>Roll of 6</u>

To-Hit Chart

[illegible]

Inventory

-ITEMS & EQUIPMENT-

Rope	Firebombs (x ____)
Furs (+1 T)	Bags of Flash Powder (x ____)

-TREASURE-

Pair of Flesh Rending Daggers (both must be used): Provides +1 Attack/turn, +1 to-hit and inflicts regular damage + Strength + Battle-level Wounds.

-CAPTURED SLAVES-
Type and Number

-SLAVES TOTAL-
Type and Number

