

INTO THE BRONZE



NAME

BG

HP

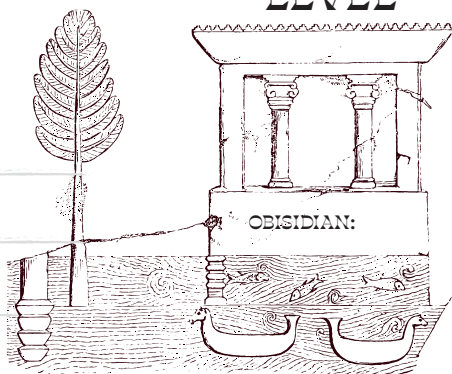
STR /

DEX

WIL

WORDS

LEVEL



INVENTORY

000

000

000



000

000

000

CONDITION



INTO THE BRONZE



NAME

BG

HP

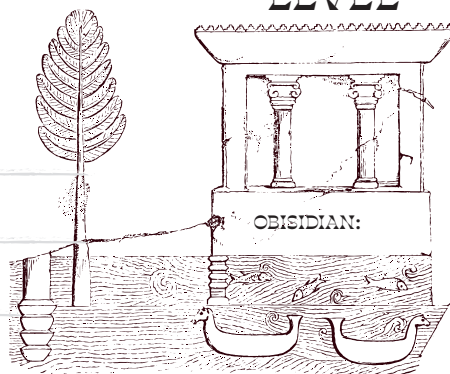
STR /

DEX

WIL

WORDS

LEVEL



INVENTORY

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CONDITION



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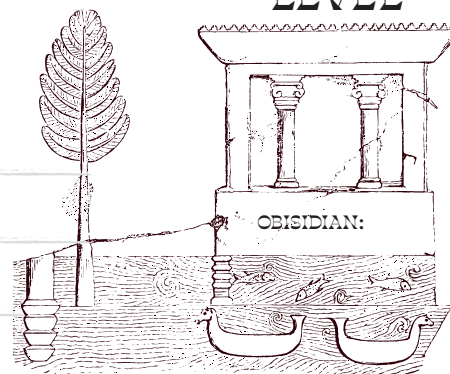
STR /

DEX

WIL

WORDS

LEVEL



INVENTORY

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000

CONDITION



ANNEX 1

CONDITION SHEET

POISONED

WIL SAVES EVERY 3 TURNS
DMG (NO EXPL.) IF FAILS
LASTS 9 TURNS



POISONED

WIL SAVES EVERY 3 TURNS
DMG (NO EXPL.) IF FAILS
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POISONED

WIL SAVES EVERY 3 TURNS
DMG (NO EXPL.) IF FAILS
LASTS 9 TURNS



EXHAUSTION

DEX SAVES WITH DISADVANTAGE

UNTIL A GOOD NIGHT OF SLEEP
AND/OR BETTER WEATHER



EXHAUSTION

DEX SAVES WITH DISADVANTAGE

UNTIL A GOOD NIGHT OF SLEEP
AND/OR BETTER WEATHER



EXHAUSTION

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AND/OR BETTER WEATHER



EXHAUSTION

DEX SAVES WITH DISADVANTAGE

UNTIL A GOOD NIGHT OF SLEEP
AND/OR BETTER WEATHER



SCARRED

WIL SAVES WITH DISADVANTAGE

UNTIL CHARACTER LEVELS UP



SCARRED

WIL SAVES WITH DISADVANTAGE

UNTIL CHARACTER LEVELS UP



SCARRED

WIL SAVES WITH DISADVANTAGE

UNTIL CHARACTER LEVELS UP



SCARRED

WIL SAVES WITH DISADVANTAGE

UNTIL CHARACTER LEVELS UP



DRUNK

WIL AND DEX SAVES WITH
DISADVANTAGE

LASTS 12 TURNS



DRUNK

WIL AND DEX SAVES WITH
DISADVANTAGE

LASTS 12 TURNS



DRUNK

WIL AND DEX SAVES WITH
DISADVANTAGE

LASTS 12 TURNS



DRUNK

WIL AND DEX SAVES WITH
DISADVANTAGE

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