

# INTO THE BRONZE



NAME

BG

LEVEL

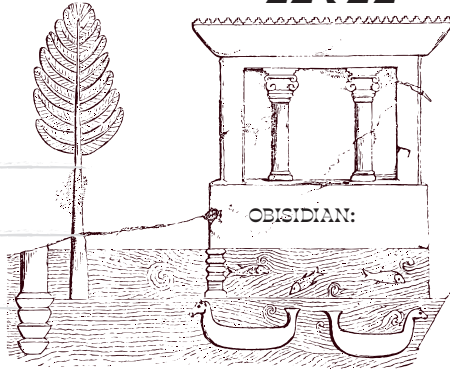
HP

STR /

DEX

WIL

WORDS



INVENTORY

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CONDITION

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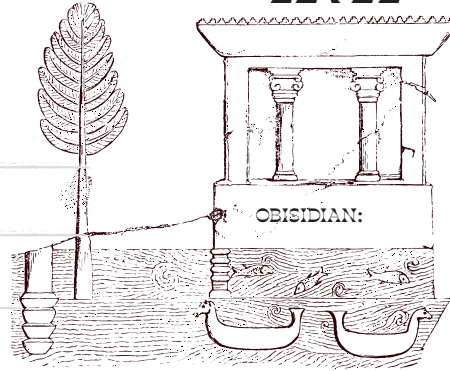
HP

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INVENTORY

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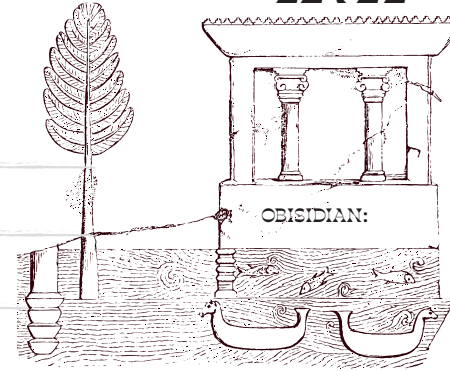
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CONDITION

# ANNEX 1

## CONDITION SHEET

### POISONED

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



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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



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### 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



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WIL AND DEX SAVES WITH  
DISADVANTAGE

LASTS 12 TURNS



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