

# Record Sheet

The Record Sheet is something that evolved during test play throughout the years. It is a reference sheet to creature stats during an encounter. It takes a minute to fill out but will save much time during game-play.

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# \_\_\_\_\_ Creature is attacking \_\_\_\_\_  
Level:(\_\_\_\_\_) Creature:(\_\_\_\_\_)  
Damage-points:(\_\_\_\_\_-)\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
Creature's Defense: (\_\_\_\_\_) Creature's Offense: (\_\_\_\_\_)  
Luck:(\_\_\_\_\_-)\_\_\_\_\_

Attack damage: (\_\_\_\_\_) Bites: \_\_\_\_\_  
(\_\_\_\_\_) Claws: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_  
(\_\_\_\_\_) \_\_\_\_\_: \_\_\_\_\_

Special: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_