

# Drifter Tracking Sheet

Wound Level:

Partners:

\_\_\_\_\_ :Finesse:    **Weapon:**    ♣ ♦ ♥ ♠    **Loot Suit:** X ♣ ♦ ♥ ♠  
 \_\_\_\_\_ :Finesse:    **Weapon:**    ♣ ♦ ♥ ♠    **Loot Suit:** X ♣ ♦ ♥ ♠  
 \_\_\_\_\_ :Finesse:    **Weapon:**    ♣ ♦ ♥ ♠    **Loot Suit:** X ♣ ♦ ♥ ♠

Points of Interest:

① Hex#                      **Name:**                      **Event#:**  
 ② Hex#                      **Name:**                      **Event#:**  
 ③ Hex#                      **Name:**                      **Event#:**  
 ④ Hex#                      **Name:**                      **Event#:**  
 ⑤ Hex#                      **Name:**                      **Event#:**

**Opponents Wound Level (For Combat):**

<b>None</b> ↓	<b>LW</b> ↓	<b>MW</b> ↓	<b>HW</b> ↓	<b>DW</b> ↓	<b>D</b> <b>Dead</b>
<b>Finesse same</b>	<b>Finesse same</b>	<b>Finesse -1</b>	<b>*Finesse -2</b>	<b>*Finesse -3</b>	<b>Dead</b>

*\* An Opponents Finesse score cannot be below 0 during combat.*

**Opponents Wound Level (For Combat):**

<b>None</b> ↓	<b>LW</b> ↓	<b>MW</b> ↓	<b>HW</b> ↓	<b>DW</b> ↓	<b>D</b> <b>Dead</b>
<b>Finesse same</b>	<b>Finesse same</b>	<b>Finesse -1</b>	<b>*Finesse -2</b>	<b>*Finesse -3</b>	<b>Dead</b>

*\* An Opponents Finesse score cannot be below 0 during combat.*