

Name ☐ M ☐ F ☐

Survival S. P. Insanly Torment Lumi

☐ Cannot spend survival. ☐ Skip Next Hunt

☐ Cannot use fighting arts & knowledges.

☐ Reroll Used

5

Mov Acc Str Eva Luck Speed

Courage ☐☐☐☐☐☐☐☐

☐ Bold ☐ See The Truth

☐ Stalwart: Can't be knocked down by brain trauma, disorders, and intimidate actions.

☐ Prepared: Add Hunt XP to your roll when determining a straggler.

☐ Matchmaker: Spend to ☐ Intimacy

Understanding ☐☐☐☐☐☐☐☐

☐ Insight ☐ White Secret

☐ Analyze: Look at the top and return it to the top of the deck.

☐ Explore: Add +2 to your investigate roll results.

☐ Tinker: +1 when a returning survivor

Head

☐

Arms

☐☐

Body

☐☐

Waist

☐☐

Legs

☐☐

Next Departure

Once Per Lifetime

Cursed Gear

Notes

Permanent Injuries

Head

☐ Intracranial Hemorrhage: Can't spend/gain survival

☐ Deaf: -1 Eva

☐ Blind 1: -1 Acc

☐ Blind 2: -4 Acc

☒ Shattered Jaw: No Consume/Encourage

Arms

☐ Dismembered Arm 1 No 2-Handed Weapons

☐ Dismembered Arm 2: No weapons

☐ Ruptured Muscle: No

☒ Contracture: -1 Acc

☐ Broken Arm:-1 Str & Acc

Fighting Art

When you gain a fighting art, instead ☐ Vaultless

Secret Fighting Art

When you gain a fighting art, instead ☐ Vaultless

Character

Weapon Proficiency

Select Before Hunt

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Disorder 1

Disorder 2

Disorder 3

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Hunt XP ☐☐

■ Adopt a Philosophy

Nerosis

Tenet Knowledge

Knowledge 2

Knowledge 3

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments