

Next Departure

Notes

Hunt XP ☐☐☐☐☐☐☐☐☐☐☐☐☐☒

■ ☐ Age ■ ☐ Age ■ ☐ Age ■ ☐ Age ■ Retired

☐  Cannot use fighting arts

### Fighting Art 3

Disorder 3

Abilities/Impairments

## Abilities/Impairments

Head	Body
<input type="checkbox"/> Intracranial Hemorrhage: <input type="checkbox"/> Can't spend/gain survival <input type="checkbox"/> Deaf: -1 Eva <input type="checkbox"/> Blind 1: -1 Acc <input type="checkbox"/> Blind 2: -4 Acc <input type="checkbox"/> Shattered Jaw:	<input type="checkbox"/> Broken Leg: -1 Mov <input type="checkbox"/> Broken Rib: -1 Spd <input type="checkbox"/> -2 Mov & no 2+ Str gear <input type="checkbox"/> Destoyed Back:
<input type="checkbox"/> Arms	<input type="checkbox"/> Waist
<input type="checkbox"/> Disembtered Arm 1 <input type="checkbox"/> No 2-Handed Weapons <input type="checkbox"/> Disembtered Arm 2: <input type="checkbox"/> No weapons <input type="checkbox"/> Ruptured Muscle: No <input type="checkbox"/> Contracture: -1 Acc <input type="checkbox"/> Broken Arm: -1 Str & Acc	<input type="checkbox"/> Destoyed Genitals: <input type="checkbox"/> No intimacy <input type="checkbox"/> Broken Hip: -1 Mov <input type="checkbox"/> Legs <input type="checkbox"/> Disembtered Leg: <input type="checkbox"/> -2 Mov & no Dash <input type="checkbox"/> Hamstrung: No  or Abilities <input type="checkbox"/> Broken Leg: -1 Mov

## Permanent Injuries

## Abilities/Impairments

## Abilities/Impairments

Once Per Lifetime

[illegible]

Hunt XP ☐☐☐☐☐☐☐☐☐☐☐☐☐☒

■ ☐ Age   ■ ☐ Age   ■ ☐ Age   ■ ☐ Age   ■ Retired

☐  Cannot use **flighting** arts

### Fighting Art 3

Disorder 3

Abilities/Impairments

Abilities/Impairments

	Head		
<input type="checkbox"/> Intracranial Hemorrhage:			
<input type="checkbox"/> Can't spend/gain survival			
<input type="checkbox"/> Deaf: -1 Eva			
<input type="checkbox"/> Blind 1: -1 Acc			
<input type="checkbox"/> Blind 2: -4 Acc			
<input type="checkbox"/> Shattered Jaw:			
No Consume/Encourage			
	Arms		
<input type="checkbox"/> Dismembered Arm 1			
<input type="checkbox"/> No 2-Handed Weapons			
<input type="checkbox"/> No weapons			
<input type="checkbox"/> Ruptured Muscle: No			
<input type="checkbox"/> Contracture: -1 Acc			
<input type="checkbox"/> Broken Arm:-1 Str & Acc			
	Body		
<input type="checkbox"/> G. Chest Wound: -1 Str			
<input type="checkbox"/> Destroyed Back:			
-2 Mov & no 2+ Str gear			
<input type="checkbox"/> Broken Rib: -1 Spd			
	Waist		
<input type="checkbox"/> Intestinal Prolapse:			
No waist gear			
<input type="checkbox"/> Warped Pelvis: No			
<input type="checkbox"/> Destroyed Genitals:			
No intimacy			
<input type="checkbox"/> Broken Hip: -1 Mov			
	Legs		
<input type="checkbox"/> Dismembered Leg:			
-2 Mov & no Dash			
<input type="checkbox"/> Haste: No  or Abilities			
<input type="checkbox"/> Broken Leg: -1 Mov			

Abilities/Impairments

Abilities/Impairments

### Once Per Lifetime