

Hunt XP ☐☐☐☐☐☐☐☐☐☐☐☐☐☒

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

Fighting Arts ☐ Cannot use fighting arts

Fighting Art 1

Fighting Art 2

Fighting Art 3

Disorders

Disorder 1

Disorder 2

Disorder 3

Weapon Proficiency

Select Before Hunt

Abilities/Impairments

Abilities/Impairments

Character

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

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Abilities/Impairments

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Abilities/Impairments

Permanent Injuries

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