

Knowledge 3

Permanent Injuries			
Head	Body	Waist	Legs
<input type="checkbox"/> Intracranial Hemorrhage: 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"/> No Consume/Encourage	<input type="checkbox"/> Arms <input type="checkbox"/> Dismembered Arm 1 <input type="checkbox"/> No 2-Handed Weapons <input type="checkbox"/> Dismembered 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"/> Intestinal Prolapse: <input type="checkbox"/> No waist gear <input type="checkbox"/> Warped Pelvis: No <input type="checkbox"/> Destroyed Genitals: <input type="checkbox"/> No intimacy <input type="checkbox"/> Broken Hip: -1 Mov	<input type="checkbox"/> Legs <input type="checkbox"/> Dismembered Leg: <input type="checkbox"/> -2 Mov & no Dash <input type="checkbox"/> Hamstrung: No or Abilities <input type="checkbox"/> Broken Leg: -1 Mov
Once Per Lifetime Cursed Gear Notes			
Abilities/Impairments	Abilities/Impairments	Abilities/Impairments	Abilities/Impairments
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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

<div>Fighting Art</div> <div>When you gain a fighting art, instead <input type="checkbox"/> Vaultless</div>	<div>Disorder 1</div>	<div>Hunt XP <input type="checkbox"/><input type="checkbox"/></div> <div>■ Adopt a Philosophy</div>
<div>Secret Fighting Art</div> <div>When you gain a fighting art, instead <input type="checkbox"/> Vaultless</div>	<div>Disorder 2</div>	<div>Nerosis</div>
<div>Character</div>	<div>Disorder 3</div>	<div>Tenet Knowledge</div>
<div>Weapon Proficiency</div> <div>Select Before Hunt</div>	<div>Abilities/Impairments</div>	<div>Knowledge 2</div>
<div>Abilities/Impairments</div>	<div>Abilities/Impairments</div>	<div>Knowledge 3</div>

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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

Body

☐ G. Chest Wound: -1 Str

☐ Destroyed Back:

☐ -2 Mov & no 2+ Str gear

☐ Broken Rib: -1 Spd

Waist

☐ Intestinal Prolapse:

☐ No waist gear

☐ Warped Pelvis: No

☐ Destroyed Genitals:

☐ No intimacy

☐ Broken Hip: -1 Mov

Legs

☐ Dismembered Leg:

☐ -2 Mov & no Dash

☐ Hamstrung: No or Abilities

☐ Broken Leg: -1 Mov

Once Per Lifetime

Cursed Gear

Notes