

NAME:

CLASS:

KEYWORDS:

MAX
HEALTH

DEFENSE

ARMOR

MAX
SANITY

WILLPOWER

SPIRIT
ARMOR

RANGED
TO HIT:

SPECIAL
MUNITIONS:

OTHER
BONUSES:

INITIATIVE

MAX CRIT

MOVEMENT

MAX
CORRUPTION

RANGED ATTACKS



SHOTS

RANGE

BONUSES



NAME:

CLASS:

KEYWORDS:

MAX
HEALTH

DEFENSE

ARMOR

MAX
SANITY

WILLPOWER

SPIRIT
ARMOR

MELEE
TO HIT:

BASE
COMBAT:

RANGED
TO HIT:

OTHER BONUSES AND ABILITIES:

INITIATIVE

MAX CRIT

MOVEMENT

MAX
CORRUPTION

MELEE ATTACKS



+COMBAT

+DAMAGE

OTHER BONUSES



STATS

BASE VALUE AND
PERMANENT BONUSES:

TEMPORARY
BONUSES:

AGILITY

CUNNING

SPIRIT

STRENGTH

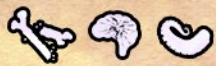
LORE

LUCK

NOTES

HERO ABILITIES

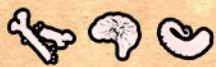
INJURIES, MADNESS AND MUTATIONS



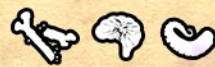
**BOTCHED?
Too FAR GONE?**



**BOTCHED?
Too FAR GONE?**



**BOTCHED?
Too FAR GONE?**



**BOTCHED?
Too FAR GONE?**



NOTES





FAITH
COST:



FAITH
COST:



FAITH
COST:



FAITH
COST:



FAITH
COST:



FAITH
COST:



FAITH
COST:



FAITH
COST:



GEAR



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots:

GEAR



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots:



Upgrade
Slots:
Occupied
Slots:
Required
Slots: