

Name: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Keywords: \_\_\_\_\_

### Starting Traits

### SIDE BAG TOKENS



MAX TOKENS

(5)

INITIATIVE AGILITY CUNNING SPIRIT

TO HIT  
RANGE MELEE

+ +

COMBAT

(2)

STRENGTH

CARRYING LIMIT



(Strength +5)

LORE LUCK

MOVE

D6+

Wanted

Vendetta

### STARTING ITEM



# SHADOWS OF BRIMSTONE



### Abilities

### POOL OF FAITH



MAX FAITH

### GRIT



MAX GRIT

### MARKERS

### DARKSTONE



### Abilities

### HEALTH/WOUNDS



DEFENSE

+

ARMOR

+

MAX HEALTH

### SANITY



WILLPOWER

+

SPIRIT  
ARMOR

+

MAX SANITY

### CORRUPTION



CORRUPTION LIMIT  
BEFORE MUTATION

(4)

RIGHT HAND

TWO HANDS

LEFT HAND

### SERMONS, HEXES...

### SCAVENGE

### LOOT

Gain 10XP and roll D12 (no Grit):  
1-2 **Hideous Discovery:** Take 3 **Horror Hits**. Lose 2 **Sanity** for each **Horror Hit** failed.  
3 **Chilling Dread:** Draw a **Growing Dread** card and add it to the Stack.  
4 **Emerging Darkness:** Draw a **Darkness** card.  
5-8 **Nothing Here**  
9 **Small Find:** Gain 25 Gold  
10 **Small Find:** Gain 50 Gold  
11 **Useful Discovery:** Draw a **Gear** card.  
12 **Something Shiny:**  
Roll a D6 (no Grit):  
1-4 1 **Dark Stone**  
5 Draw a **Gear** card  
6 Draw an **Artifact** card

Gain 20XP and roll D12 (no Grit):  
1 **Coins:** Gain 25 Gold  
2 **Cash:** Gain 50 Gold  
3 **Blood Money:** Gain D6x25 Gold  
4 **Sack of Gold Dust:** Gain 100 Gold  
5 **Gold Nuggets:** Gain D6x50 Gold  
6 **Gold Bars:** Gain 250 Gold  
7-8 **Dark Stone Shard:** Gain 1 **Dark Stone**  
9 **Dark Stone Rock:** Gain D3 **Dark Stone**  
10-11 **This Should Come In Handy:** Draw a **Gear** card. (or an **Artifact** card, if in an Other World)  
12 **What's this?!** Draw an **Artifact** card. (or a **Gear** card, if in an Other World)

### Abilities

### INJURIES



### MADNESS



### MUTATIONS



Player:

20 XP

XP:



GOLD: