

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

Fighting Art

When you gain a fighting art, instead Vaultless

Disorder 1

Hunt XP ☐☐

Adopt a Philosophy

Secret Fighting Art

When you gain a fighting art, instead Vaultless

Disorder 2

Nerosis

Character

Disorder 3

Tenet Knowledge

Weapon Proficiency

Select Before Hunt

Abilities/Impairments

Knowledge 2

Abilities/Impairments

Abilities/Impairments

Knowledge 3

Once Per Lifetime

Cursed Gear

Notes

Abilities/Impairments

Abilities/Impairments

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Abilities/Impairments

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

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