

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

Once Per Lifetime

Cursed Gear

Notes

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

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

Abilities/Impairments

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

Abilities/Impairments

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