Name M F

When you name your survivor, gain +1 survival

Hunt XP

Age Age Age Age Retired

Survival

Limit

- Dodge
- Encourage
- Dash
- Surge

Cannot use/gain survival

Primary Stats

	Movement	Accuracy	Strength	Evasion	Luck	Speed
Base	5					
Gear/Temp						
	spaces	+atk roll	+wpn str	+mon acc	+crit range	+wpn speed

Brain

Insanity

If your insanity is 3+ you are insane

Head

H

Arms

L H

Body

L H

Waist

L H

Legs

L H

Heavy Injury: Knocked Down H

Fighting Arts

Cannot use Fighting Arts

Disorders

Courage

Bold See the Truth

- **Stalwart** Can't be knocked down by brain trauma or intimidate
- **Prepared** Add Hunt XP to your roll when determining a straggler
- **Matchmaker** Spend 1 endeavor to trigger Intimacy story event

Understanding

Insight White Secret

- **Analyze** Look at the top AI card and return it to the top of the deck
- **Explore** Add +2 to your investigate results
- **Analyze** +1 endeavor when a returning survivor

Weapon Proficiency

Specialist Master

Type:

Specialist

Master

Abilities

Cannot use Abilities

Impairments

Skip Next Hunt

- No 2-handed weapon
- No weapons
- No Intimacy
- Cannot Consume
- No +2 Strength Gear

Chronicles

Born in the Year of the Lantern

Lantern flame was Extinguished

Cause of Death

Age

Great Deeds

Family

History

Permanent Severe Injuries

Retired

Head	Intracranial Hemorrhage	
	Deaf	
	Blind	Retired
	Shattered Jaw	
Arms	Dismembered Arm	
	Ruptured Muscle	
	Contracture	
	Broken Arm	
Body	Gaping Chest Wound	
	Destroyed Back	
	Broken Rib	
Waist	Intestinal Prolapse	
	Warped Pelvis	
	Destroyed Genitals	
	Broken Hip	
Legs	Dismembered Leg	Retired
	Hamstrung	
	Broken Leg	

Additional Notes