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	+hit roll	+wound roll	- monster acc	+crit roll	+hit roll

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

- Intracranial Hemorrhage
- Deaf
- Blind
- Shattered Jaw
- Dismembered Arm
- Ruptured Muscle
- Contracture
- Broken Arm
- Gaping Chest Wound
- Destroyed Back
- Broken Rib
- Intestinal Prolapse
- Warped Pelvis
- Destroyed Genitals
- Broken Hip
- Dismembered Leg
- Hamstrung
- Broken Leg

Additional Notes