Name

F ☐ M ☐

Hunt XP — Retired

Age Age Age Age

Survival

■ Dodge
☐ Encourage
☐ Surge
☐ Dash

☐ Doomed!
☐ Skip Next Hunt
☐ Cannot Use Fighting Arts

Weapon Proficiency — Select Before Hunt

■ Specialize ■■ Mastery

Base Ability

Movement	Accuracy	Strength	Evasion	Luck	Speed
	+to Hit	+to Wound	+to Miss	+to Critical	+ Attack dice
Gear Bonus					

Courage — Bold, See the Truth

- ○ Stalwart — Can't be knocked down by brain trauma or intimidate
- ○ Prepared — Add Hunt XP to straggler rolls
- ○ Matchmaker — Spend Endevor to trigger Intimacy

Understanding — Insight, White Secret

- ○ Analyze — Look at top AI card
- ○ Explore — Add + 2 to investigate rolls
- ○ Tinker — + 1 Endeavor when returning

Fighting Arts Maximum 3

Disorders Maximum 3

Abilities & Impairments

Brain — If your insanity is 3+ you are insane.

Head — Knock Down

Arms — Knock Down

Body — Knock Down

Waist — Knock Down

Legs — Knock Down

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