

Name: \_\_\_\_\_

Company: \_\_\_\_\_

Settlement: Havensbrook

## GOALS, BELIEFS & FEARS

**Goal:** There must be a scientific explanation for the Corruption. I must find it.

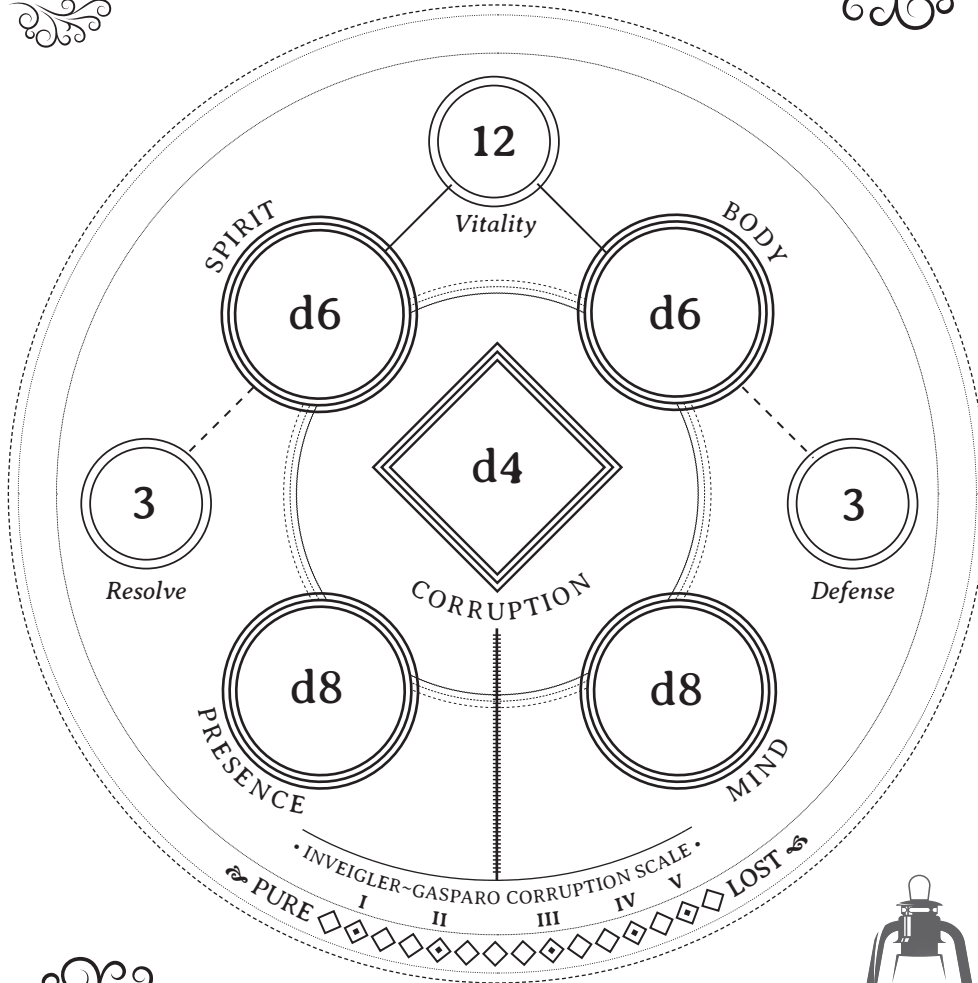
**Belief:** Curiosity killed the cat, and satisfaction brought it back.

**Fear:** I've watched too many people die of disease and sickness. I'm wary of every cough

## PROFESSION & DESCRIPTION

Alchemist

## VENTURER'S ATTRIBUTES



## SUFFERED CONDITIONS

- BLEEDING  
1 Damage per Action 'til stabilised.
- BLINDED / DEAFENED  
-2 to Defense 'til resolved.
- BURNING  
1 Damage per Action 'til extinguished.
- DISEASED  
-1 to max Vitality per Rest 'til cured.
- FRIGHTENED  
Must use all Actions to flee 'til overcome.
- FAMISHED  
-4 to maximum Vitality 'til you eat.
- POISONED  
-2 to Vitality & Presence 'til cured.
- RESTRAINED  
Cannot move. -2 to Actions except escape.
- STUNNED  
Lose next turn. -2 to Defense.
- UNCONSCIOUS  
Cannot move or take Actions 'til roused.
- \_\_\_\_\_  
-2 to appropriate Roll 'til resolved.

## PERSONAL

## INVENTORY

VALUABLES  d2

Spirit Lantern  d4

Molotov Cocktails (C, N)  d6

Sample Kit  d6

Cocoa Leaf  d4

## BURDENED (BODY/2)

  
EXPERIENCE ○○○○



## KNOWN RITUALS

## UNIQUE TRAITS

## AREAS OF EXPERTISE (+1)

Detect Corruption <input type="radio"/> d6	Heavy Sleeper <input type="radio"/>	Herbology
Fortify <input type="radio"/> d4	Lucky <input type="radio"/>	Cooking
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
		<b>MOVEMENT</b>
		NORMAL 30ft
		IMPEDED 15ft