

Name: _____

Company: _____

Settlement: Havensbrook

GOALS, BELIEFS & FEARS

Goal: Something in the Darkness is hunting me. I must find and defeat it, before it destroys me.

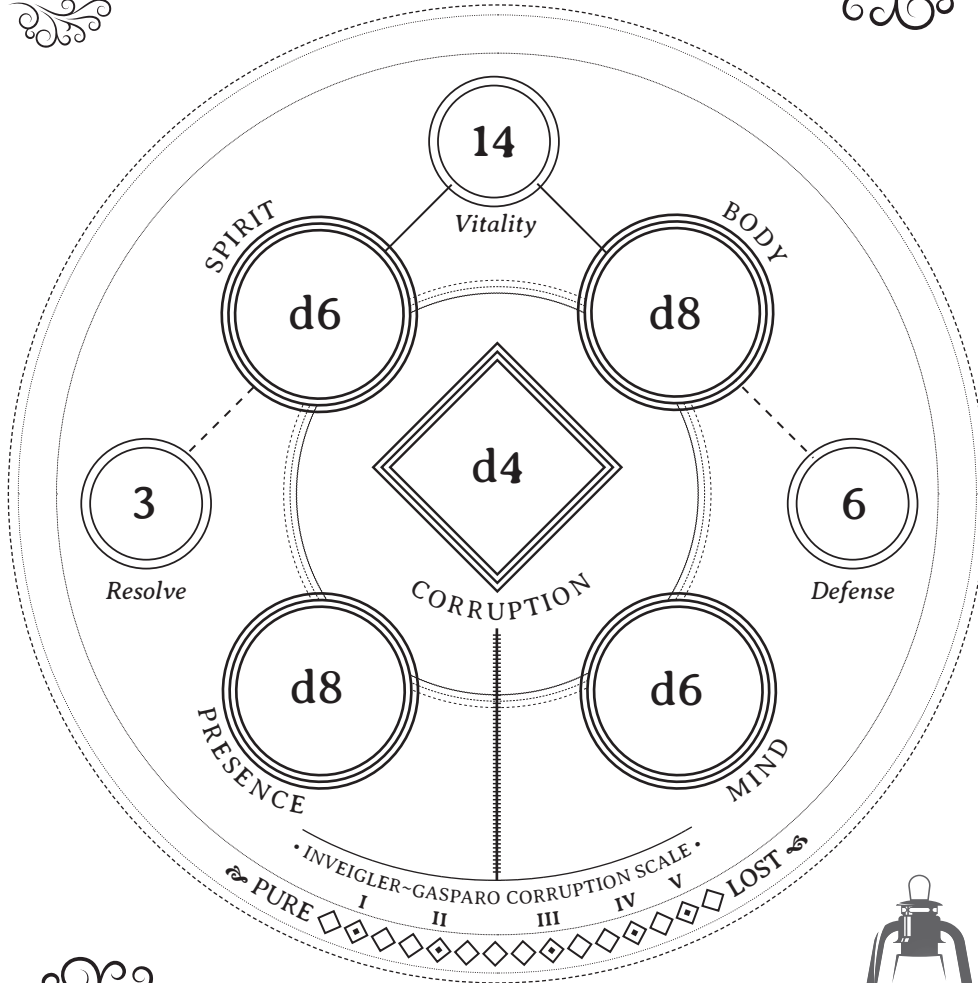
Belief: Only technology can help us survive.

Fear: I fear the creeping Darkness taking over and corrupting my family.

PROFESSION & DESCRIPTION

Ex-Factory Worker

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
Oil	d6
Webley Pistol (C, N)	d6
Armour	d4

BURDENED (BODY/2)


EXPERIENCE ○○○○



KNOWN RITUALS

UNIQUE TRAITS

AREAS OF EXPERTISE (+1)

Alarm d6	Jury-Rigger ◇	Climbing
Explosive d4	Pugilist ◇	Mechanical Traps

MOVEMENT

NORMAL IMPEDED
40ft 20ft