

VENTURER SHEET

Name: _____

Company: _____

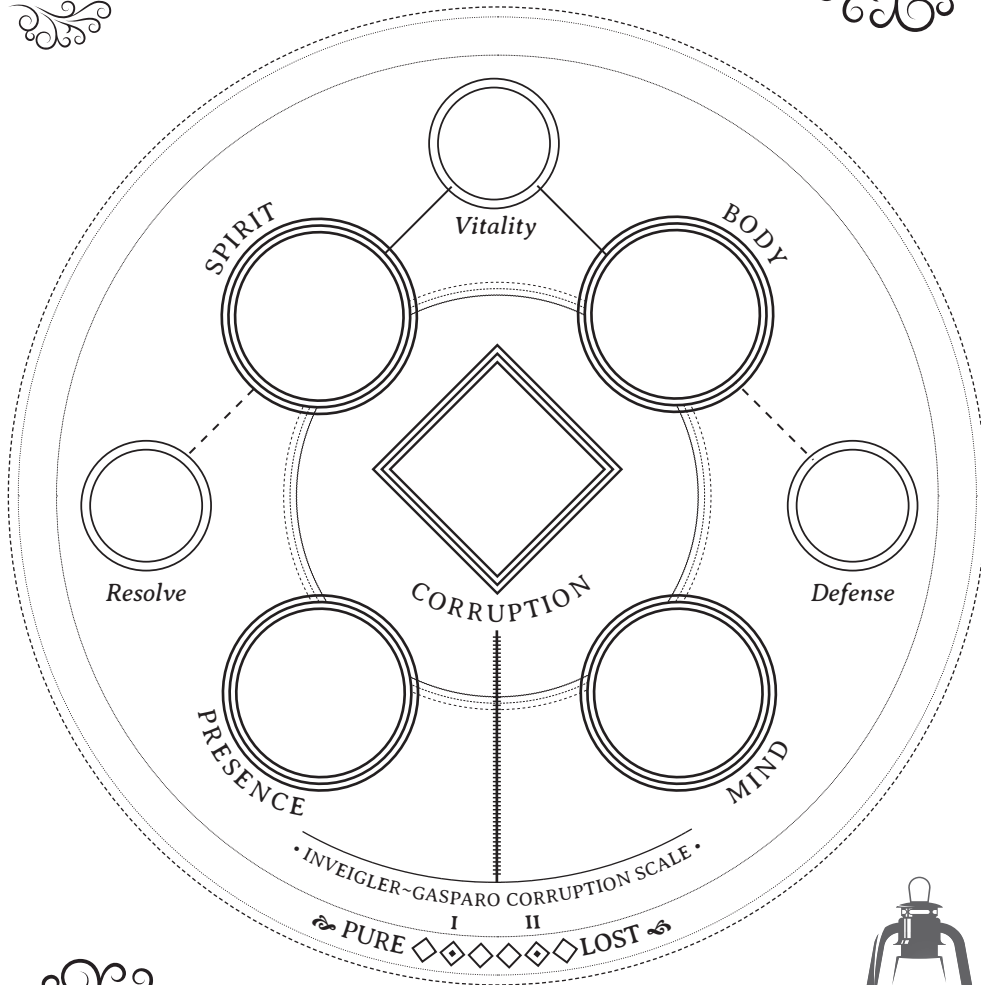
Settlement: _____

DARK VIGIL

GOALS, BELIEFS & FEARS

PROFESSION & DESCRIPTION

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.
- FAMISHED**
-4 to maximum Vitality 'til you eat.
- FRIGHTENED**
Must use all Actions to flee 'til overcome.
- 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

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EXPERIENCE ○○○



KNOWN RITUALS

UNIQUE TRAITS

AREAS OF EXPERTISE (+1)

	<input type="radio"/>		<input type="radio"/>	
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MOVEMENT

NORMAL	IMPEDED
	<input type="radio"/>

BURDENED (BODY/2)

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