

VENTURER SHEET

Name: _____

Company: _____

Settlement: _____

DARK VIGIL

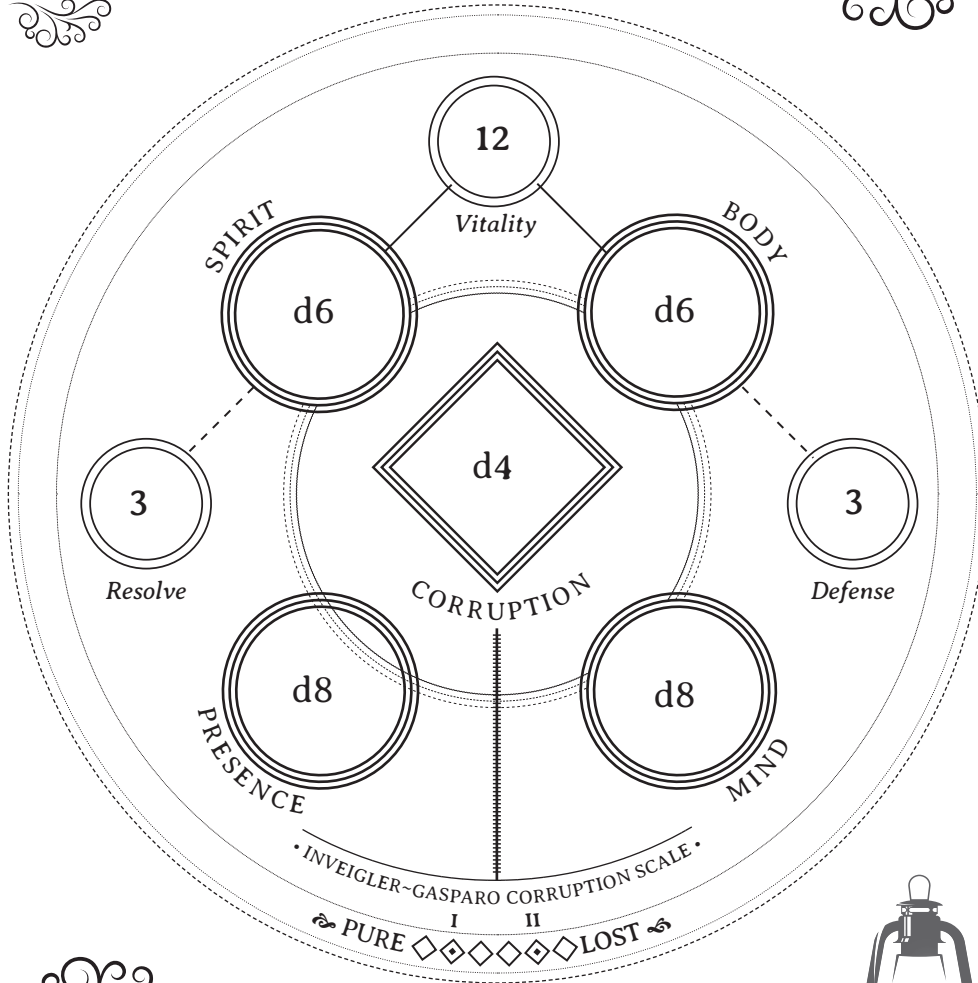
GOALS, BELIEFS & FEARS

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.
- 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 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 d6

Heavy Sleeper

Herbology

Fortify d4

Lucky

Cooking

MOVEMENT

NORMAL	IMPEDED
30ft	15ft