

# VENTURER SHEET

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

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

Settlement: \_\_\_\_\_

# DARK VIGIL

## GOALS, BELIEFS & FEARS

Goal: My sister went missing last year. I don't know what happened, but I must find her.

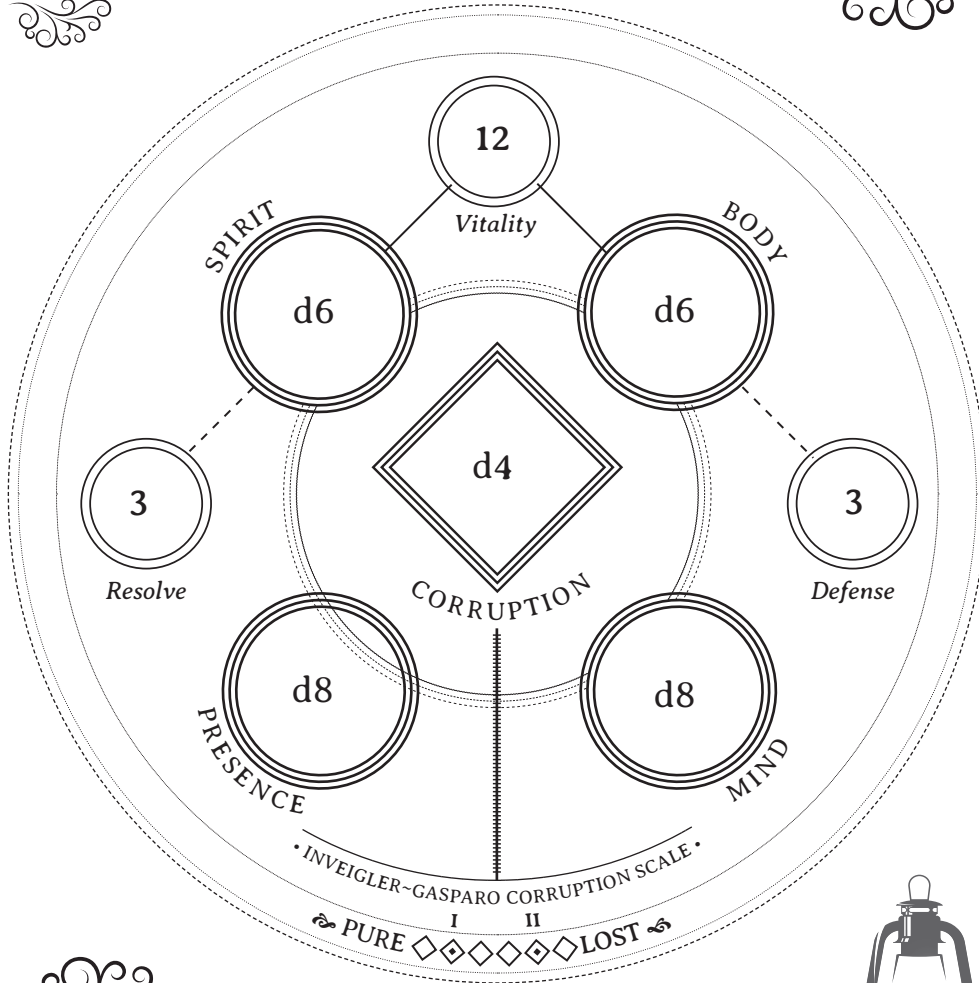
Belief: I only trust what I can see

Fear: I fear I will cause more harm than I will heal

## PROFESSION & DESCRIPTION

Doctor

## 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

Noise Poppers (C, N)  d6

Bandages  d6

Fungal Wine  d4

## BURDENED (BODY/2)

  
EXPERIENCE

## KNOWN RITUALS

## UNIQUE TRAITS

## AREAS OF EXPERTISE (+1)

Enhance Attribute  d6

Rational

First Aid

Corrupted Facade  d4

Discreet

Biology

## MOVEMENT

NORMAL

IMPEDED

30ft

15ft