

# VENTURER SHEET

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

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

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

# DARK VIGIL

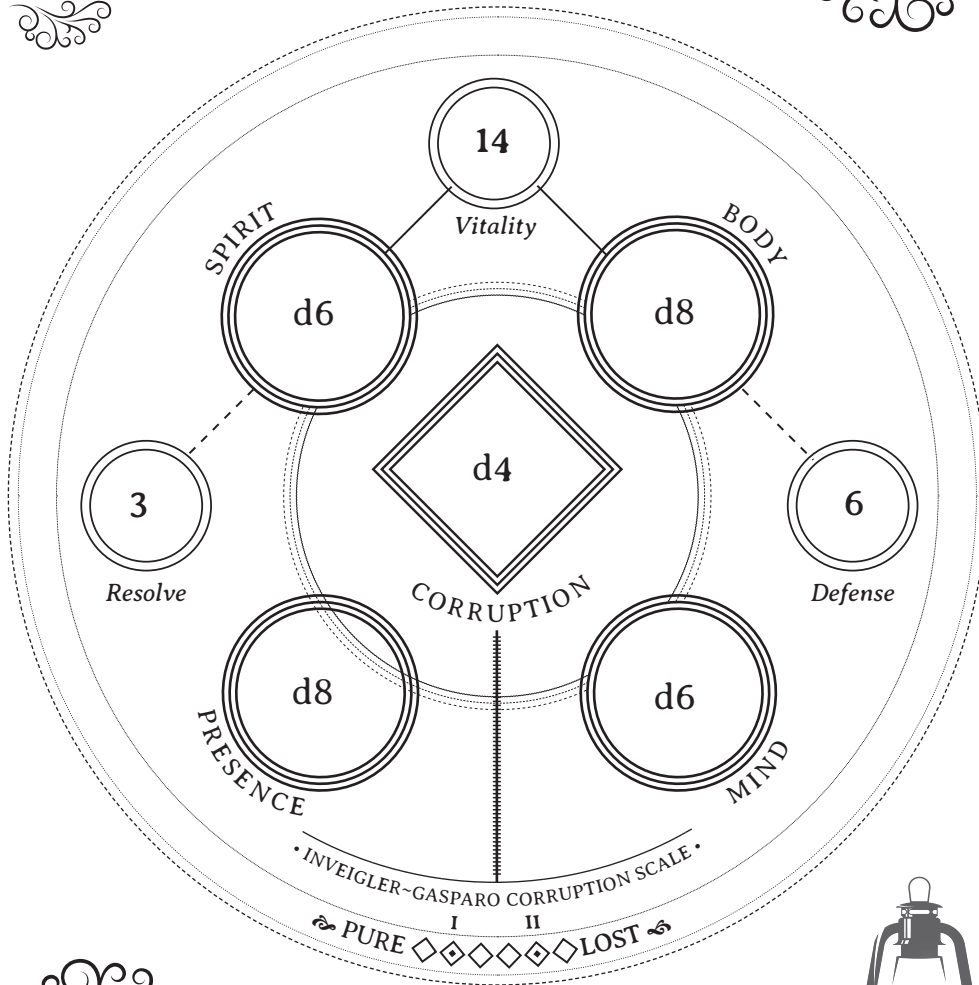
## GOALS, BELIEFS & FEARS

**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.
- 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	<input type="radio"/> d4
Oil	<input type="radio"/> d6
Webley Pistol (C, N)	<input type="radio"/> d6
Armour	<input type="radio"/> d4
	<input type="radio"/> <input type="radio"/>
	<input type="radio"/> <input type="radio"/>

## BURDENED (BODY/2)

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

  
EXPERIENCE



## KNOWN RITUALS

## UNIQUE TRAITS

## AREAS OF EXPERTISE (+1)

Alarm <input type="radio"/> d6	Jury-Rigger <input type="radio"/>	Climbing
Explosive <input type="radio"/> d4	Pugilist <input type="radio"/>	Mechanical Traps
<input type="radio"/>	<input type="radio"/>	

## MOVEMENT

NORMAL	IMPEDED
40ft	<input type="radio"/> 20ft