

VENTURER SHEET

Name: _____

Company: _____

Settlement: _____

DARK VIGIL

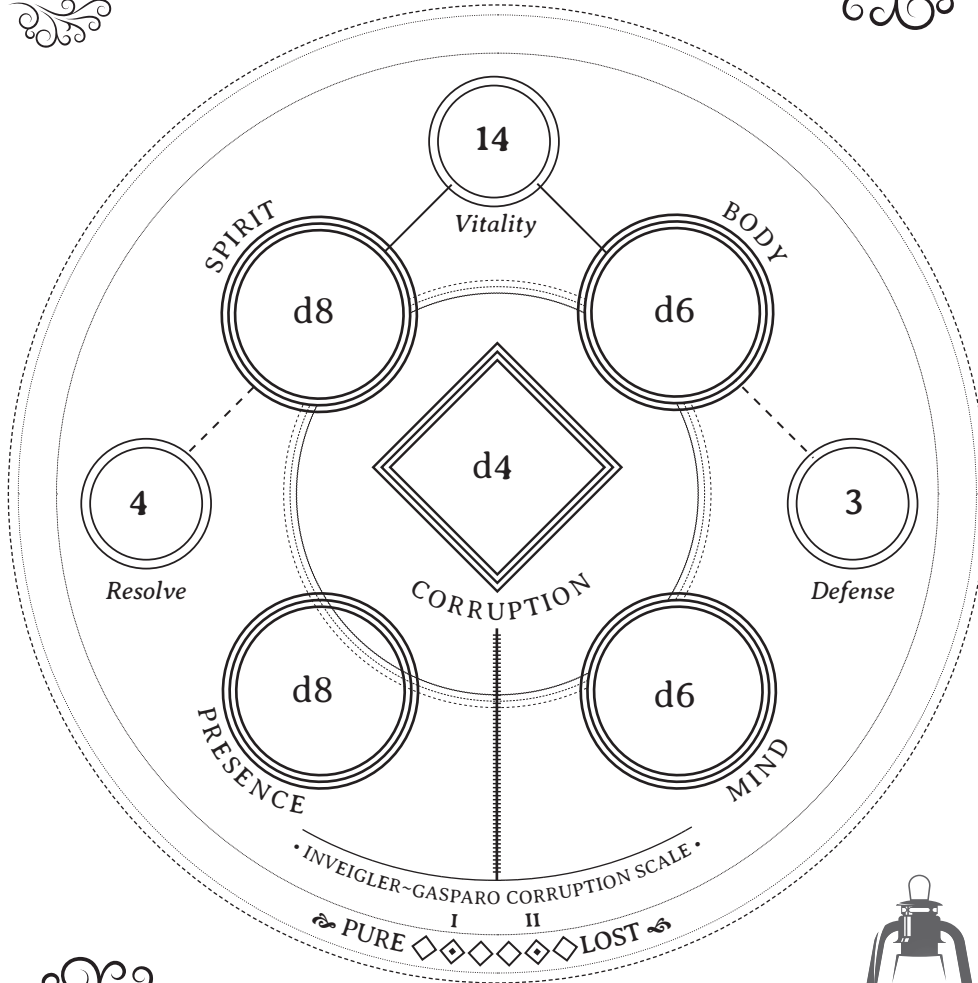
GOALS, BELIEFS & FEARS

Goal: I seek to join the ranks of the Lanternkeepers. To do that, I need something of value to them.
Belief: It is better to ask forgiveness than permission.
Fear: Food is my guilty pleasure. I cannot imagine not having enough to eat.

PROFESSION & DESCRIPTION

Socialite

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
Fungal Wine	<input type="radio"/> d6
Sabre (C)	<input type="radio"/> d6
Lead Cosmetics	<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)

Shared Fate <input type="radio"/> d6	Reactive <input type="radio"/>	Eavesdropping
Corrupted Facade <input type="radio"/> d4	Pacifist <input type="radio"/>	Fashion
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>		
<input type="radio"/>		
<input type="radio"/>		

MOVEMENT

NORMAL	IMPEDED
30ft	15ft