

# VENTURER SHEET

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

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

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

# DARK VIGIL

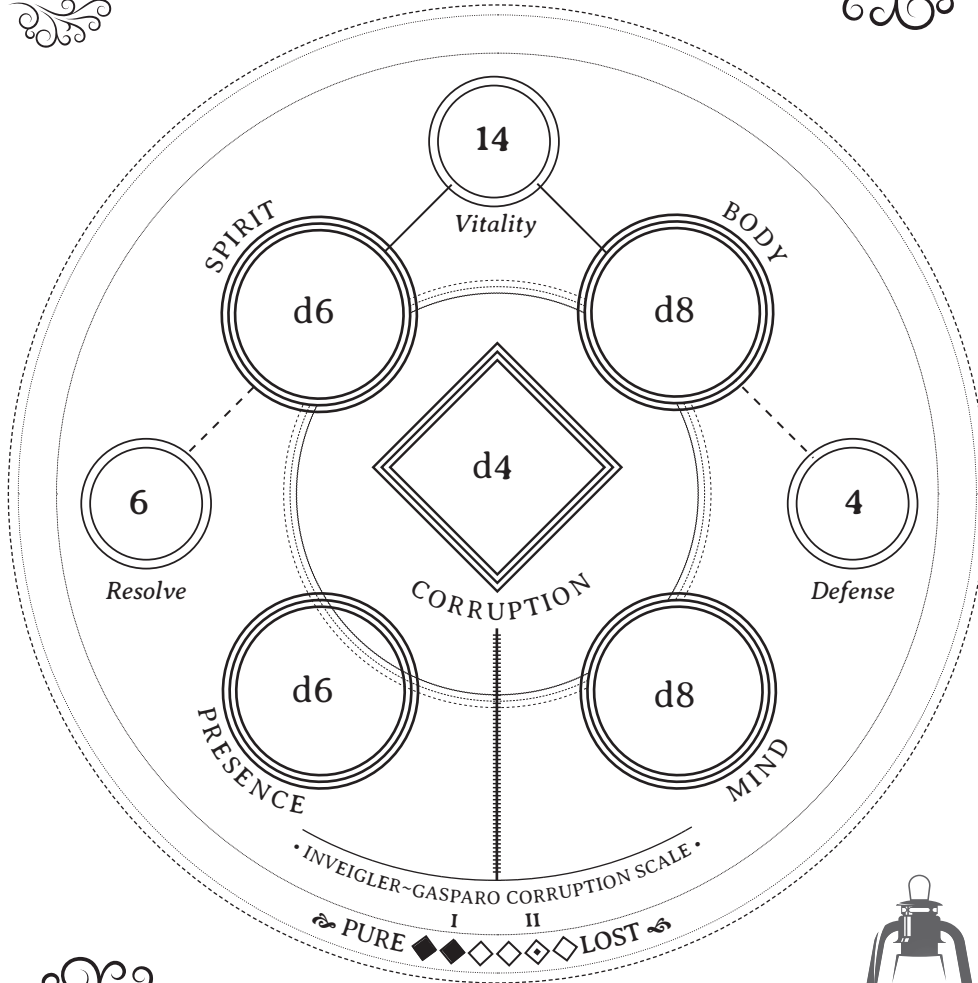
## GOALS, BELIEFS & FEARS

**Goal:** Not everything in the Dark is evil. I must prove it, to myself and others.  
**Belief:** People disagree with me because they don't want to admit I'm right.  
**Fear:** In the Darkness, the silence is oppressive. I fear being alone.

## PROFESSION & DESCRIPTION

Veteran Venturer

## 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

Keepsake  d6

Sword (C)  d6

Smoke Bomb (C, N)  d4

## BURDENED (BODY/2)

  
EXPERIENCE ○○○○

## KNOWN RITUALS

## UNIQUE TRAITS

## AREAS OF EXPERTISE (+1)

Corrupted Repair  d6

Tainted

Foraging

Question The Dark  d4

Hard Head

Creatures of the Dark

Corrupted Healer

## MOVEMENT

NORMAL 40ft  
 IMPEDED  20ft