

Name: _____

Character: ① ② ③ ④ ⑤

CHARACTER RECORD SHEET

Character/Focus: _____

Keywords: _____

• Conditions & Story Markers •

- | | |
|--|--|
| <input type="checkbox"/> Infections (□□□□□) | <input type="checkbox"/> Green Marker 📖 |
| <input type="checkbox"/> Wanted (No Town Services) | <input type="checkbox"/> Red Marker 📖 |
| <input type="checkbox"/> Blue Marker 📖 | <input type="checkbox"/> Yellow Marker 📖 |

• Attributes •

Vita	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Power	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Might	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

DMG	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Stride	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Defense	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□
Armor Absorption	=	World	+	Melee	+	Snare
		□		□		□

Coins

Lore

• Skills •

Archeology	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Awareness	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Ecology	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Faith	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Nerve	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Occult	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Speech	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

Trickery	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

• Status' (Positive) •

- | | |
|---|--|
| <input type="checkbox"/> Blessed:
+5 Might, Absorption 1 | <input type="checkbox"/> Fortified:
+5 Defense, No Infections |
| <input type="checkbox"/> Brave:
+1 Nerve, +1 Damage | <input type="checkbox"/> Lucky:
+1 Search, +1 Trickery |
| <input type="checkbox"/> Ethereal:
Absorption 2 from Corporeal/
Snares | <input type="checkbox"/> Perceptive:
+1 Awareness, No Darkness |
| <input type="checkbox"/> Faithful:
+1 Faith, +1 Occult | <input type="checkbox"/> Respected:
+1 Speech, +1 Trickery |
| <input type="checkbox"/> Favored:
+3 Max Vita, +1 Skill Rolls | <input type="checkbox"/> Swiftess:
+1 Stride, +5 Defense |

× Status' (Negative) ×

- | | |
|---|---|
| <input type="checkbox"/> Bloodlust(Faith):
+2 DMG, -2 Speech/Faith, -3
Max Vita | <input type="checkbox"/> Lycanthropic(Occult):
+1 Damage, +1 Stride |
| <input type="checkbox"/> Cursed(Occult):
-1 All skills, -4 Max Vita | <input type="checkbox"/> Possessed(Faith):
1 Damage to Allies in AURA 1 |
| <input type="checkbox"/> Deranged(Awareness):
No Abilities with PP, No
Rituals/Prayers | <input type="checkbox"/> Sickened(Ecology):
Pick worst of two Damage
rolls |
| <input type="checkbox"/> Fractured(Trickery):
-10 Def, Lose 1 Hand | <input type="checkbox"/> Spooked(Nerve):
-5 Might, -1 Nerve |
| <input type="checkbox"/> Immobilized(Trickery):
-10 Might, Stride 0 | <input type="checkbox"/> Transformed(Occult):
Lose 1 Hand, Fail all skill
checks |

• Current Attributes •

Vita

Power

• Temporary Bonuses •

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♦ **Equipped/Carried** (Items & Artifacts) ♦

Heirloom: _____

Head _____ **Carried/backpack**(1-8)

Neck _____ **1** _____

Chest _____ **2** _____

Back _____ **3** _____

Arms _____ **4** _____

Waist _____ **5** _____

Feet _____ **6** _____

Hand _____ **7** _____
(right)

Hand _____ **8** _____
(left)

Ring _____ _____
(right)

Ring _____ _____
(left)

♦ **Mystic Arts** (Prayers/Rituals) ♦

♦ **Consumable Items** (tokens) ♦

: _____

: _____

: _____

: _____

: _____

: _____

: _____

: _____

: _____

: _____

: _____

: _____

♦ **Lore Progression** (Track Abilities & Lore) ♦

Starting Ability 1: _____

Starting Ability 2: _____

100: _____

200: _____

350: _____

L Ghosts Gain: _____

500: _____

650: _____

800: _____

L Ghosts Gain: _____

950: _____

1100: _____

1250: _____

L Ghosts Gain: _____

1400: _____

1550: _____

1700: _____

Ability Points:

Spent

Unspent

♦ **Companions** (Hired/Gained) ♦

: _____

: _____

: _____