

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

Character: ① ② ③ ④ ⑤

## CHARACTER RECORD SHEET

Character/Focus: \_\_\_\_\_

Keywords: \_\_\_\_\_

## • Conditions &amp; 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 •

<b>Vita</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Power</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Might</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>DMG</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Stride</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

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

Coins Lore 

## • Skills •

<b>Archeology</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Awareness</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Ecology</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Faith</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Nerve</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Occult</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Speech</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

<b>Trickery</b>	=	(Base)	+	(Items/Other)	+	Mod
		□		□		□

## • Status' (Positive) •

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

## × Status' (Negative) ×

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

## • Current Attributes •

<b>Vita</b>
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<b>Power</b>
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## • Temporary Bonuses •

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

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**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) ♦

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: \_\_\_\_\_  : \_\_\_\_\_

: \_\_\_\_\_  : \_\_\_\_\_

: \_\_\_\_\_  : \_\_\_\_\_

: \_\_\_\_\_  : \_\_\_\_\_

: \_\_\_\_\_  : \_\_\_\_\_

: \_\_\_\_\_  : \_\_\_\_\_

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

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**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
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♦ **Companions** (Hired/Gained) ♦

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: \_\_\_\_\_

: \_\_\_\_\_