Name:	Name:	Name:	Name:			
Character & Focus:	Character & Focus:	Character & Focus:	Character & Focus:			
Keywords:	Keywords:	Keywords:	Keywords:			
* Attributes *	* Attributes * Vita = (Base) (Items/Other) Mod	* Attributes *	* Attributes * Vita			
Amor Absorption = World Melee Snare Trickery	Armor Absorption = World Melee Snate Trickery (Rase) (Items/Other) Mod	Armor Absorption = World Melee Snare Gase (Items/Other) Mod Coins Lore Green Marker Gase (Items/Other) Mod **Conditions & Story Markers ** Infections (Wanted (No Town Services) Red Marker Blue Marker Yellow Marker	Armor Absorption = World Melee Snare Trickery (Base) (Items/Other) Mod			
Status' (Positive) Blessed: +5 Might, Absorption 1 Brave: +1 Nerve, +1 Damage Lucky: +1 Nerve, +1 Damage Ethereal: Absorption 2 from Corporeal/ Snares Faithful: +1 Faith, +1 Occult Favored: +3 Max Vita, +1 Skill Rolls Fighthar Special (Positive) Fortified: +5 Defense, No Infections Lucky: +1 Search, +1 Trickery Perceptive: +1 Awareness, No Darkness Respected: +1 Speech, +1 Trickery Swiftness: +1 Stride, +5 Defense	Status' (Positive) Blessed: +5 Might, Absorption 1 Brave: +1 Nerve, +1 Damage Bthereal: Absorption 2 from Corporeal/ Snares Faithful: +1 Faith, +1 Occult Favered: +3 Max Vita, +1 Skill Rolls Plessed: Fortified: +5 Defense, No Infections Barch, +1 Trickery Perceptive: +1 Awareness, No Darkness Respected: +1 Speech, +1 Trickery Swiftness: +1 Stride, +5 Defense	Status' (Positive) Blessed: +5 Might, Absorption 1 Brave: +1 Nerve, +1 Damage Ethereal: Absorption 2 from Corporeal/ Snares Faithful: +1 Faith, +1 Occult Favored: +3 Max Vita, +1 Skill Rolls Portified: +5 Defense, No Infections +5 Defense, No Infections +1 Earch, +1 Trickery +1 Spect, +1 Trickery +1 Speech, +1 Trickery +1 Speech, +1 Trickery +1 Stride, +5 Defense +1 Stride, +5 Defense	+ Status' (Positive) + Blessed: +5 Might, Absorption 1 Brave: +1 Nerve, +1 Damage +1 Nerve, +1 Damage Ethereal: Absorption 2 from Corporeal/ Shares Faithful: +1 Faith, +1 Occult Favored: +3 Max Vita, +1 Skill Rolls Protified: +5 Defense, No Infections +1 Sucky: +1 Search, +1 Trickery +1 Awareness, No Darkness Respected: +1 Speech, +1 Trickery Swiftness: +1 Stride, +5 Defense +1 Stride, +5 Defense			
X Status' (Negative) X Bloodlust(Faith): +2 DMG, -2 Speech/Faith, -3 Max Vita Cursed(0ccult): -1 All skills, -4 Max Vita Deranged(Mareness): No Abilities with Pp No Rituals/Prayers Fractured(Irickery): -10 Def, Lose 1 Hand Immobilized(Irickery): -10 Might, Stride 0 * Current Attributes * Vita	X Status' (Negative) X □ Bloodlust(Faith): +2 DMG, -2 Speech/Faith, -3 Max Vita □ Cursed(0cult): -1 All skills, -4 Max Vita □ Deranged(Mwareness): No Abilities with PP No Rituals/Prayers □ Fractured(frickery): -10 Def, Lose 1 Hand □ Immobilized(Irickery): -10 Might, Stride 0 * Current Attributes * Vita Power	X Status' (Negative) X Bloodlust(Faith): +2 DMG, -2 Speech/Faith, -3 Max Vita Cursed(0cult): -1 All skills, -4 Max Vita Deranged(hwareness): No Abilities with PP, No Rituals/Prayers Fractured(frickery): -10 Def, Lose 1 Hand Immobilized(Trickery): -10 Might, Stride 0 * Current Attributes * Vita Power Lycanthropic(0ccult): +1 Damage, +1 Stride Possessed(faith): 1 Damage to Allies in AURA 1 Sickened(fctology): Pick worst of two Damage rolls Spooked(Nerve): -5 Might, -1 Nerve Transformed(f0cult): Lose 1 Hand, Fail all skill checks * Temporary Bonuses *	X Status' (Negative) □ Bloodlust(Faith): +2 DMG, -2 Speech/Faith, -3 Max Vita □ Cursed(0cult): -1 All skills, -4 Max Vita □ Deranged(Mareness): No Abilities with PP No Rituals/Prayers □ Fractured(frickery): -10 Def, Lose 1 Hand □ Immobilized(frickery): -10 Might, Stride 0 * Current Attributes * Vita Power			

• Lore Progression (Track Abilities & Lore) •	• Lore Progression (Track Abilities & Lore) •	• Lore Progression (Track Abilities & Lore) •	• Lore Progression (Track Abilities & Lore) •			
☐ Starting Ability 1:	☐ Starting Ability 1:	☐ Starting Ability 1:	☐ Starting Ability 1:			
☐ Starting Ability 2:	☐ Starting Ability 2:	☐ Starting Ability 2:	☐ Starting Ability 2:			
□ 100:	□ 100:	□ 100:	□ 100:			
□ 200:	□ 200:	□ 200:	□ 200:			
□ 350:	□ 350:	□ 350:	□ 350:			
4 Ghosts Gain:	L Ghosts Gain:	L Ghosts Gain:	4 Ghosts Gain:			
□ 500:	□ 500: <u> </u>	□ 500:	□ 500:			
□ 650:	□ 650:	□ 650:	□ 650:			
□ 800:	□ 800:	□ 800:	□ 800:			
L Ghosts Gain:	L Ghosts Gain:	4 Ghosts Gain:	4 Ghosts Gain:			
□ 950:	□ 950:	□ 950:	□ 950:			
□ 1100:	□ 1100:	□ 1100:	□ 1100:			
□ 1250:		□ 1250:	□ 1250:			
Ghosts Gain:	4 Ghosts Gain:	L Ghosts Gain:	4 Ghosts Gain:			
□ 1400:	□ 1400:	□ 1400:	□ 1400:			
□ 1550:	□ 1550:	□ 1550:	□ 1550:			
□ 1700:	□ 1700:	□ 1700:	□ 1700:			
Ability Points:	Ability Points:	Ability Points:	Ability Points:			
Spent Unspent	Spent Unspent	Spent Unspent	Spent Unspent			
• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •			
☐ Heirloom:	☐ Heirloom:	☐ Heirloom:	☐ Heirloom:			
Head □ Carried/backpack(1-8)	Head □ Carried/backpack(1-8)	Head Carried/backpack(1-8)	Head □ Carried/backpack(1-8)			
Neck 1	Neck 1	Neck 1	Neck 1			
Chest 2	Chest 2	Chest 2	Chest 2			
Back 3	Back 3	Back 3	Back 3			
Arms 4	Arms 4	Arms 4	Arms 4			
Waist 5	Waist 5	Waist 5	Waist 5			
Feet 6	Feet 6	Feet 6	Feet 6			
Hand (right) 7	Hand (right) 7	■ Hand	Hand (right) 7			
Hand	Hand	Hand	Hand			
(left) 8	(left) 8	(left) 8	(left) 8			
(right) 🗆	(right) 🗆	(right) 🗆	(right) 🗆			
Ring (left)	Ring (left)	Ring (left) □	Ring (left)			
• Mystic Arts (Prayers/Rituals) •	• Mystic Arts (Prayers/Rituals) •	• Mystic Arts (Prayers/Rituals) •	Mystic Arts (Prayers/Rituals)			
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	ompanions (Hired/Gained) • • Companions (Hired/Gained) •		• Companions (Hired/Gained) •			
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• Consumable Items (tokens) •	Consumable Items (tokens) *	Consumable Items (tokens) +	• Consumable Items (tokens) •			
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Name: Character & Fance Character & Fance		SOLO CHARACTE	R RECORD SHEET				
Auribuse - Salls -	Name:			Name:			
Attributes - Skills -	Character & Focus:	Character & Focus:	Character & Focus:	Character & Focus:			
The conditions & Story Markers Conditions	Keywords:	Keywords:	Keywords:	Keywords:			
Note Decided	• Attributes • • Skills •	• Attributes • • Skills •	• Attributes • • Skills •	• Attributes • • Skills •			
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Wasted (b) House-Section (TTTTT) Green Marker	Power (Base) (Items/Other) Mod (Base) (Items/Other) Mod (Base) (Items/Other) Mod	Power (Base) (Items/Other) Mod Awareness (Base) (Items/Other) Mod = + + +	Power (Base) (Items/Other) Mod = (Base) (Items/Other) Mod = + + +	Power (Base) (Items/Other) Mod (Base) (Items/Other) (Items/Other) Mod (Base) (Items/Other) Mod (Base) (Items/Other) (Items/			
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Speech Buse				Land County Mark			
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- Conditions & Story Markers - Infections (C	Absorption =	Absorption =	Absorption =	Absorption			
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Blessed:	□ Wanted (No Town Services) □ Red Marker □	□ Wanted (No Town Services) □ Red Marker □	□ Wanted (No Town Services) □ Red Marker □	□ Wanted (No Town Services) □ Red Marker □			
+ 5 Might, Absorption 1 Brave: + 1 Nerve, + Damage H Sarch, + 1 Trickery H Search, + 1 Trickery H Awareness, No Darkness Respected: H Stride, + 5 Defense H Stride, + 5 Defense H Sarch, + 1 Trickery H Search, + 1 Trickery H Searc	Status' (Positive) +	• Status' (Positive) •	Status' (Positive) +	+ Status' (Positive) +			
+ 1 Nerve, +1 Damage							
Absorption 2 from Corporal/ Snares Respected:	+1 Nerve, +1 Damage +1 Search, +1 Trickery	+1 Nerve, +1 Damage +1 Search, +1 Trickery	+1 Nerve, +1 Damage +1 Search, +1 Trickery	+1 Nerve, +1 Damage +1 Search, +1 Trickery			
Faithful: 1- Speech. +1 Trickery 1- Faithful: 1- Speech. +1 Trickery 1- Faithful: 1- Swiftness:	Absorption 2 from Corporeal/ +1 Awareness, No Darkness	Absorption 2 from Corporeal/ +1 Awareness, No Darkness	Absorption 2 from Corporeal/ +1 Awareness, No Darkness	Absorption 2 from Corporeal/ +1 Awareness, No Darkness			
Favored:	☐ Faithful: +1 Speech, +1 Trickery	☐ Faithful: +1 Speech, +1 Trickery	☐ Faithful: +1 Speech, +1 Trickery	☐ Faithful: +1 Speech, +1 Trickery			
Bloodlust(faith):	☐ Favored: +1 Stride, +5 Defense	☐ Favored: +1 Stride, +5 Defense	☐ Favored: +1 Stride, +5 Defense	☐ Favored: +1 Stride, +5 Defense			
+2 DMG, -2 Speech/Faith, -3 Max Vita Possessed[faith]: Cursed[0cult]: -1 All skills, -4 Max Vita Deranged[Awareness): No Abilities with PP, No Rituals/Prayers Fractured[firkery): -10 Def, Lose 1 Hand, Fail all skill Lose 1 Hand, Fail all skill -10 Might, Stride 0 **Current Attributes**** -* Current Attributes** -* Current	× Status' (Negative) ×	× Status' (Negative) ×	× Status' (Negative) ×	× Status' (Negative) ×			
Cursed(0cutl): 1 Damage to Allies in AURA 1 Sickened(Ecology): Pick worst of two Damage rolls No Abilities with PP, No Rituals/Prayers Spooked(Nerve): -5 Might, -1 Nerve -10 Def, Lose 1 Hand, Fail all skill -10 Might, Stride 0 Current Attributes Temporary Bonuses Current Attributes Current Attributes Temporary Bonuses Current Attributes Temporary Bonuses Current Attributes Temporary Bonuses Current Attributes Temporary Bonuses Current Attributes Temporar							
Deranged(Awareness): No Abilities with PP, No Rituals/Prayers Spooked(Nerve): Spooked(Nerve): Fractured(firkery): -10 Def, Lose 1 Hand, Fail all skill checks Temporary Bonuses + Current Attributes + Temporary Bonuses + Current Attributes + Temporary Bonuses + Deranged(Awareness): Pick worst of two Damage rolls	☐ Cursed(0ccult): 1 Damage to Allies in AURA 1	Cursed(Occult): 1 Damage to Allies in AURA 1	☐ Cursed(0ccult): 1 Damage to Allies in AURA 1	Cursed(0ccult): 1 Damage to Allies in AURA 1			
Rituals/Prayers Spooked(Nerve): Fractured(Irickery): -5 Might, -1 Nerve -10 Def, Lose 1 Hand Transformed(Occult): Lose 1 Hand, Fail all skill -10 Might, Stride 0 Temporary Bonuses Temporar		Deranged (Awareness): No Abilities with PP. No No Abilities with PP. No					
Immobilized(frickery): Lose 1 Hand, Fail all skill checks Lose 1 Hand, Fail all s	Rituals/Prayers Spooked(Nerve): Fractured(Trickery): -5 Might, -1 Nerve	Rituals/Prayers	Rituals/Prayers	Rituals/Prayers Spooked(Nerve): Fractured(Trickery): -5 Might, -1 Nerve			
• Current Attributes • • Temporary Bonuses • • • Current Attributes • • Temporary Bonuses • • • Current Attributes • • Temporary Bonuses • • • Current Attributes • • Temporary Bonuses • • • Current Attributes • • • Temporary Bonuses • • • Current Attributes • • • Temporary Bonuses • • • Current Attributes • • • Temporary Bonuses • • • Current Attributes • • • Temporary Bonuses • • • • • Temporary Bonuses • • • • • Temporary Bonuses • • • • • • • • • • • • • • • • • •	☐ Immobilized(Trickery): Lose 1 Hand, Fail all skill	☐ Immobilized(Trickery): Lose 1 Hand, Fail all skill	☐ Immobilized(Trickery): Lose 1 Hand, Fail all skill	☐ Immobilized(Trickery): Lose 1 Hand, Fail all skill			
Vita Power Vita Power Vita Power Vita Power			<u> </u>				
	Vita Power	Vita Power	Vita Power	Vita Power			

• Lore Progression (Track Abilities & Lore) •	• Lore Progression (Track Abilities & Lore) •	• Lore Progression (Track Abilities & Lore) •	* Lore Progression (Track Abilities & Lore) *				
☐ Starting Ability 1:	☐ Starting Ability 1:	☐ Starting Ability 1:	☐ Starting Ability 1:				
☐ Starting Ability 2:	☐ Starting Ability 2:	☐ Starting Ability 2:	☐ Starting Ability 2:				
□ 100:	□ 100: <u></u>	□ 100:	□ 100:				
200:	□ 200:	□ 200:	200 :				
□ 350:	350:	□ 350:	350:				
4 Ghosts Gain:	4 Ghosts Gain:	4 Ghosts Gain:	L Ghosts Gain:				
□ 500:	□ 500:	□ 500:	500:				
□ 650:	G50:	□ 650:	□ 650:				
800:	800:	□ 800:	□ 800:				
4 Ghosts Gain:	L Ghosts Gain:	L Ghosts Gain:	4 Ghosts Gain:				
□ 950:	950:	□ 950:	□ 950:				
	☐ 1100:	□ 1100:	☐ 1100: ☐ 1350:				
1250:	☐ 1250:	☐ 1250:	□ 1250:				
Ghosts Gain:	4 Ghosts Gain:	L Ghosts Gain:	L Ghosts Gain:				
□ 1400:	<u> 1400:</u>	<u> 1400:</u>	□ 1400:				
□ 1550:	□ 1550:	☐ 1550:	□ 1550:				
1700:	1700:	☐ 1700:Ability Points:	D 1700:				
Ability Points: Spent Unspent	Ability Points: Spent Unspent • Equipped/Carried (Items & Artifacts) •	Ability Politis: Spent Unspent	Ability Points: Spent Unspent				
• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •	• Equipped/Carried (Items & Artifacts) •				
☐ Heirloom:	☐ Heirloom:	☐ Heirloom:	Heirloom:				
Head □ Carried/backpack(1-8)	Head Carried/backpack(1-8)	Head □ Carried/backpack(1-8)	Head □ Carried/backpack(1-8)				
Neck 1	Neck 1	Neck 1	Neck 1				
Chest 2	Chest 2	Chest 2	Chest 2				
Back3	Back 3	Back 3	Back 3				
Arms4	Arms 4	Arms4	Arms 4				
Waist 5	Waist 5	Waist 5	Waist 5				
Feet6	Feet 6	Feet 6	Feet 6				
Hand	Hand	Hand	Hand				
(right) 7 Hand	(right) 7	(right) 7 Hand	(right) 7 7				
(left) 8	(left) 8	(left) 8	(left) 8				
Ring (right)	Ring (right)	Ring (right)	Ring (right)				
Ring (left)	Ring (left)	Ring (left)	Ring				
• Mystic Arts (Prayers/Rituals) •	• Mystic Arts (Prayers/Rituals) •	Mystic Arts (Prayers/Rituals)	• Mystic Arts (Prayers/Rituals) •				
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• Companions (Hired/Gained) •	Companions (Hired/Gained)	Companions (Hired/Gained) *	Companions (Hired/Gained)				
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• Consumable Items (tokens) •	Consumable Items (tokens) *	Consumable Items (tokens) *	• Consumable Items (tokens) •				
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Name:												
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• Attrib	utes					• Skills						
Vita	(Bas		ems/Other) Mod	- :	Archeology	Ī	(Base)	(1	tems/0the	er)	Mod
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		+		+	╝	Occult	١	(Base)	(I	tems/0the	er)	Mod
Defense	(Bas	e) (It	ems/Other) Mod	٦		=		+		+	
	=	+		+	l	Speech	ľ	(Base)	. (I	tems/0th	er)	Mod
Armor	Wor	<u> </u>	Melee	Snare	4		=		+		+	
Armor Absorption	=	Ш				Trickery	ľ	(Base)] (I	tems/0the] er)	Mod
	一	Ī			il		=		+		+	
• Condi	tion	Lon S &		Mar	⊥! ke	ers +	!!!		J]	
• Conditions & Story Mark ☐ Infections (□□□□□)			🗆 Green Marker 🕮									
□ Wanted (No Town Services)□ Blue Marker □			□ Red Marker 🕮 □ Yellow Marker 🕮									
• Status' (Positive) •												
□ Ble	ssed:	:				□ Fort						
+5 Might, Absorption 1 ☐ Brave:			+5 Defense, No Infections Lucky:									
+1 N	erve, - e real :	⊦1 Da	mage			+1 Search, +1 Trickery ☐ Perceptive:						
Absorption 2 from Corporeal/ Snares			+1 Awareness, No Darkness									
☐ Faithful: +1 Faith, +1 Occult			+1 Speech, +1 Trickery									
Favored: +3 Max Vita, +1 Skill Rolls				□ Swift +1 Str	id	ess: le, +5 I	De	fense				
+2 DMG, -2 Speech/Faith, -3 Max Vita				Lycanthropic(0ccult): +1 Damage, +1 Stride								
☐ Cursed(0ccult):			□ Possessed(Faith): 1 Damage to Allies in AURA 1									
-1 All skills, -4 Max Vita □ Deranged(Awareness):			☐ Sickened(Ecology): Pick worst of two Damage									
No Abilities with PP, No Rituals/Prayers			rolls Spool									
☐ Fractured(Trickery): -10 Def, Lose 1 Hand			-5 Mig	gh	t, -1 N	er	ve Occult):					
☐ Immobilized(Trickery): -10 Might, Stride 0			Lose 1	ŀ	Hand, I	ai ai	l all ski	ill				
• Current Attributes •			. :	Temp	10	rary	В	onuse	es	•		
Vita		Γ	Powe	er	j						_	寸

* Lore Progression (1	rack Adilities & Lore) •
☐ Starting Ability 1:	
☐ Starting Ability 2:	
□ 100:	
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□ 350:	
4 Ghosts Gain:	
□ 500:	
□ 650:	
□ 800: L Ghosts Gain:	
☐ Ghosts Gain:	
□ 950. □ 1100:	
□ 1250:	
4 Ghosts Gain:	
□ 1400:	
□ 1550:	
□ 1700:	
Ability Points:	
• Equipped/Carried (Items	Unspent & Artifacts) *
☐ Heirloom:	
Head	□ Carried/backpack(1-8)
Neck	. 1
Chest	
Back	3
Arms	. 4
Waist	. 5
Feet	. 6
Hand (right)	. 7
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(right) Ring (left)	"
• Mystic Arts (Prayers	. □ :/Rituals) •
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• Companions (Hired	(Gained) •
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