

Name:

Character: 1 2 3 4 5

CHARACTER RECORD SHEET

Character/Focus:

Keywords:

♦ Conditions & Story Markers ♦

- Infections (□□□□□)
- Wanted (No Town Services)
- Blue Marker
- Green Marker
- Red Marker
- 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) ♦

- 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
- Fortified:**
+5 Defense, No Infections
- Lucky:**
+1 Search, +1 Trickery
- Perceptive:**
+1 Awareness, No Darkness
- Respected:**
+1 Speech, +1 Trickery
- Swift:**
+1 Stride, +5 Defense

✕ Status' (Negative) ✕

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

♦ Current Attributes ♦

Vita	Power
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♦ 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 (right) _____ 7 _____

Hand (left) _____ 8 _____

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: _____

↳ **Ghosts Gain:** _____

500: _____

650: _____

800: _____

↳ **Ghosts Gain:** _____

950: _____

1100: _____

1250: _____

↳ **Ghosts Gain:** _____

1400: _____

1550: _____

1700: _____

Ability Points:

Spent

Unspent

♦ **Companions (Hired/Gained)** ♦

: _____

: _____

: _____