Name M ☐ F ☐

When you name your survivor, gain +1 **survival**

Hunt XP ☐ ■ ☐ ☐ ☐ ■ ☐ ☐ ☐ ■ ☐ ☐ ☐ ☐ ■ ●

■ 📖 Age ■■ 📖 Age ■■■ 📖 Age ■■■■ 📖 Age ● **Retired**

Survival

☐ 🔒 Cannot spend survival.

- ■ Dodge
- ☐ Encourage
- ☐ Surge
- ☐ Dash

Weapon Proficiency

Type : _____

Select Before Hunt

☐ ☐ ■ ☐ ☐ ☐ ☐ ■

■ Specialist ■■ Master

5					
Movement	Accuracy	Strength	Evasion	Luck	Speed

Courage

☐ ☐ ■ ☐ ☐ ☐ ☐ ☐ ■

■ 📖 Bold ■■ 📖 See the Truth

- ○ **Stalwart**: can't be knocked down by brain trauma or intimidate
- ○ **Prepared**: Add Hunt XP to your roll when determining a straggler
- ○ **Matchmaker**: Spend 1 endeavor to trigger Intimacy story event

Understanding

☐ ☐ ■ ☐ ☐ ☐ ☐ ☐ ■

■ 📖 Insight ■■ 📖 White Secret

- ○ **Analyze**: Look at top AI card and return it to the top of the deck.
- ○ **Explore**: Add +2 to your **investigate** roll results.
- ○ **Tinker**: +1 endeavor when a returning survivor

Insanity ☐

Brain

If your insanity is 3+, you are **insane.**

Head

H ■

■ Heavy Injury: Knocked Down

Arms

L ☐ H ■

■ Heavy Injury: Knocked Down

Body

L ☐ H ■

■ Heavy Injury: Knocked Down

Waist

L ☐ H ■

■ Heavy Injury: Knocked Down

Legs

L ☐ H ■

■ Heavy Injury: Knocked Down

Fighting Arts Maximum 3.

☐ 🔒 Cannot use Fighting Arts

Disorders Maximum 3.

Abilities & Impairments

☐ 🔒 Skip Next Hunt