

Name:

Age:

Description

Face

Body

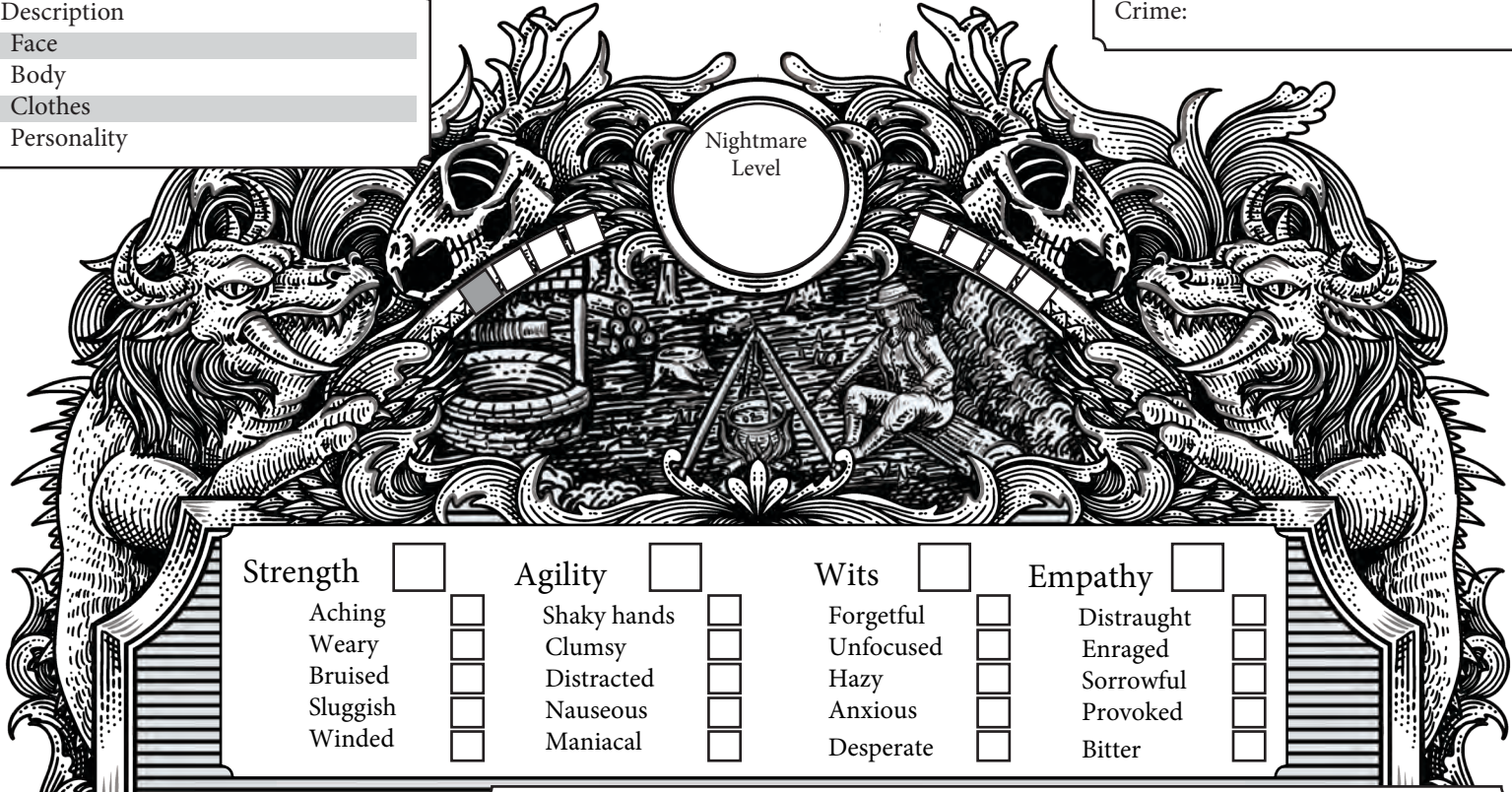
Clothes

Personality

Fearsome Wilderness

Archetype:

Crime:



Strength

Aching

Wearied

Bruised

Sluggish

Winded

Agility

Shaky hands

Clumsy

Distracted

Nauseous

Maniacal

Wits

Forgetful

Unfocused

Hazy

Anxious

Desperate

Empathy

Distraught

Enraged

Sorrowful

Provoked

Bitter

Skills

Endure (Strength)

Fight (Strength)

Force (Strength)

Move (Agility)

Shoot (Agility)

Sneak (Agility)

Comprehend (Wits)

Scout (Wits)

Make(Wits)

Heal (Empathy)

Manipulate (Empathy)

Sense Emotion (Empathy)

Food	Rations	Notes	Unprepared	Prepared	Preserved

Injuries

Affected

Armor

Rating

Weapon

Bonus

Damage

Range

Tiny Items

Water Rations

Unprepared

Clean

Gear

Bonus

Starving

Dehydrated Other Conditions

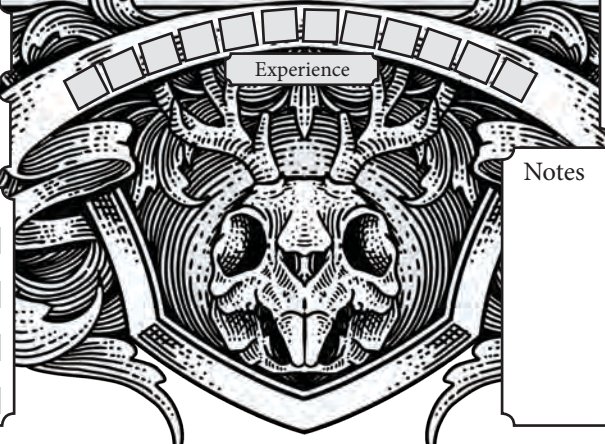
Exhausted

Freezing

Pride

Dark Secret

Talents



Notes