

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

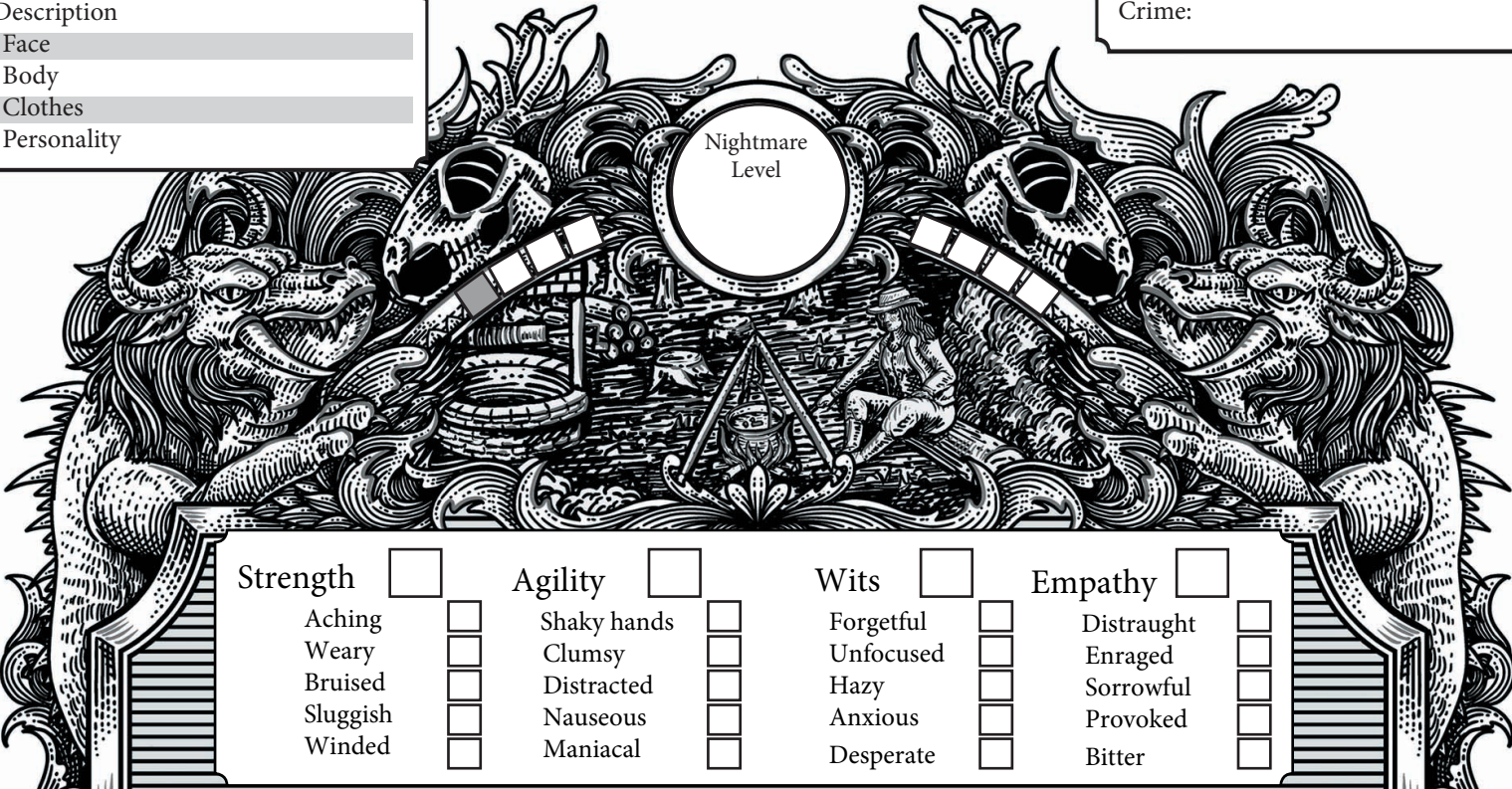
# FEARSOME WILDERNESS

Archetype: \_\_\_\_\_

Description

- Face \_\_\_\_\_
- Body \_\_\_\_\_
- Clothes \_\_\_\_\_
- Personality \_\_\_\_\_

Crime: \_\_\_\_\_



Nightmare Level

Strength <input type="checkbox"/>	Agility <input type="checkbox"/>	Wits <input type="checkbox"/>	Empathy <input type="checkbox"/>
Aching <input type="checkbox"/>	Shaky hands <input type="checkbox"/>	Forgetful <input type="checkbox"/>	Distraught <input type="checkbox"/>
Weary <input type="checkbox"/>	Clumsy <input type="checkbox"/>	Unfocused <input type="checkbox"/>	Enraged <input type="checkbox"/>
Bruised <input type="checkbox"/>	Distracted <input type="checkbox"/>	Hazy <input type="checkbox"/>	Sorrowful <input type="checkbox"/>
Sluggish <input type="checkbox"/>	Nauseous <input type="checkbox"/>	Anxious <input type="checkbox"/>	Provoked <input type="checkbox"/>
Winded <input type="checkbox"/>	Maniacal <input type="checkbox"/>	Desperate <input type="checkbox"/>	Bitter <input type="checkbox"/>

Skills

Endure (Strength)	<input type="checkbox"/>
Fight (Strength)	<input type="checkbox"/>
Force (Strength)	<input type="checkbox"/>
Move (Agility)	<input type="checkbox"/>
Shoot (Agility)	<input type="checkbox"/>
Sneak (Agility)	<input type="checkbox"/>
Comprehend (Wits)	<input type="checkbox"/>
Scout (Wits)	<input type="checkbox"/>
Make (Wits)	<input type="checkbox"/>
Heal (Empathy)	<input type="checkbox"/>
Manipulate (Empathy)	<input type="checkbox"/>
Sense Emotion (Empathy)	<input type="checkbox"/>

Food	Rations	Notes	Unprepared	Prepared	Preserved
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Injuries

Armor	Rating

Tiny Items

Water Rations
Unprepared
Clean

Weapon	Bonus	Damage	Range

Gear	Bonus

Starving

Dehydrated  Other Conditions \_\_\_\_\_

Exhausted  \_\_\_\_\_

Freezing  \_\_\_\_\_

Pride

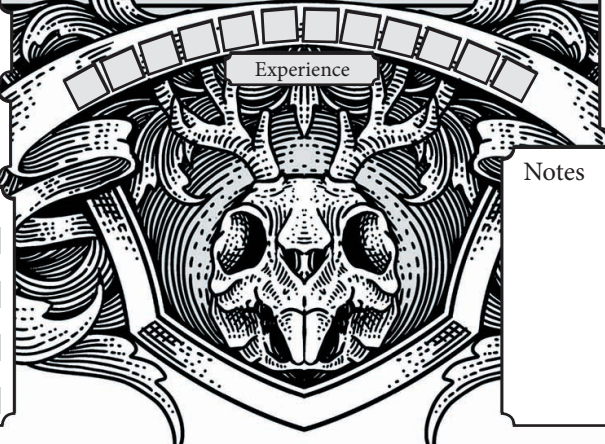
Dark Secret \_\_\_\_\_

Talents \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Notes

\_\_\_\_\_

\_\_\_\_\_

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