

Name

Age

Description

Face

Body

Clothes

Personality

Archetype

Crime

Fearsome Wilderness

Nightmare Level

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		Food	Rations	Notes	Unprepared	Prepared	Preserved
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)							

Injuries

Armor

Rating

Tiny Items

Water Rations

Unprepared

Clean

Starving

Dehydrated

Exhausted

Freezing

Pride

Dark Secret

Talents

Weapon

Bonus

Damage

Range

Gear

Bonus

Notes

Experience