Name M 🗆 F 🗆	Hunt XP
When you name your survivor, gain +1 survival	■ ☐ Age ■■ ☐ Age ■■■ ☐ Age ■■■ ☐ Age ■ Retired
Survival Dodge Encourage Surge	Weapon Proficiency Type: Select Before Hunt Select Before Hunt
Movement Accuracy Strength Evasion Luck Speed	Courage Understanding Bold See the Truth Insight White Secret
Brain Insanity If your insanity is 3+, you are insane.	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 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
	Fighting Arts Maximum 3.
■ Heavy Injury: Knocked Down	Disorders Maximum 3.
■ Body ■ Heavy Injury: Knocked Down	Abilities & Impairments
Waist ■ Heavy Injury: Knocked Down	
Legs ■ Heavy Injury: Knocked Down	