Name м □ F □	Hunt XP
When you name your survivor, gain +1 survival.	Age Age Age Age Age Age Age Retired
Survival Dodge Encourage Surge Dash Endure	Weapon Proficiency Type: Select Before Hunt Select Before Hunt □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
Movement Accuracy Strength Evasion Luck Speed Brain	Courage Understanding Disciplinarity and the forest and ing insight white Secret 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 Analyze: Look at top At 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
■ Heavy Injury: Knocked Down	Abilities & Impairments
■ Heavy Injury: Knocked Down	
Legs ■ Heavy Injury: Knocked Down	Once Per Lifetime