

Name _____

M ☐ F ☐

When you name your survivor, gain +1 **survival**.

<input type="checkbox"/>	Survival	<input checked="" type="checkbox"/> Dodge <input type="checkbox"/> Encourage <input type="checkbox"/> Surge <input type="checkbox"/> Dash <input type="checkbox"/> Endure
<input type="checkbox"/> Cannot spend survival.		

5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Movement	Accuracy	Strength	Evasion	Luck	Speed

	Brain	<input type="checkbox"/>
Insanity	If your insanity is 3+, you are insane .	

	Head	<input checked="" type="checkbox"/>
■ Heavy Injury: Knocked Down		H

	Arms	<input type="checkbox"/> <input checked="" type="checkbox"/>
■ Heavy Injury: Knocked Down		L H

	Body	<input type="checkbox"/> <input checked="" type="checkbox"/>
■ Heavy Injury: Knocked Down		L H

	Waist	<input type="checkbox"/> <input checked="" type="checkbox"/>
■ Heavy Injury: Knocked Down		L H

	Legs	<input type="checkbox"/> <input checked="" type="checkbox"/>
■ Heavy Injury: Knocked Down		L H

Hunt XP ☐ ☒ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒

■ Age ■ Age ■ Age ■ Age ■ Age ■ Age ■ Retired

Weapon Proficiency	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Type : _____	<input checked="" type="checkbox"/> Specialist ■ <input checked="" type="checkbox"/> Master
Select Before Hunt	

Courage	Understanding
<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 checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
■ Bold ■ See the Truth	■ Insight ■ White Secret
<input type="radio"/> Stalwart : can't be knocked down by brain trauma or intimidate.	<input type="radio"/> Analyze : Look at top AI card and return it to the top of the deck.
<input type="radio"/> Prepared : Add Hunt XP to your roll when determining a straggler.	<input type="radio"/> Explore : Add +2 to your investigate roll results.
<input type="radio"/> Matchmaker : Spend 1 endeavor to trigger Intimacy story event.	<input type="radio"/> Tinker : +1 endeavor when a returning survivor.

Fighting Arts Maximum 3 ☐ Cannot use Fighting Arts

Disorders Maximum 3

Abilities & Impairments ☐ Skip Next Hunt

Once Per Lifetime ☐ Reroll Used

