

Name:

Health:

Level:

XP:

Shift:

Discipline:

Precision:

Weapon & Runes:

Manoeuvres:

Dice Set:

Modifier:

Armour Pieces:

Dice Set:

Modifier:

Magic Scrolls:

Orbit:

Dispel Ds:

Modifier:

Magic Potions:

Effect Modifier:

Bloodied:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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(Fever: -1 AP/Room until washed)

Soaked:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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(Pneumonia: -1 AP/Room until healed)

Side Quests:

Liberated Prisoners:

Favour of the Gods:

Favour Pts.: *Notes:*

Grakada (The Core)



Intuneric (The Murk)



Maduva (The Rot)



Murataynie (The Pulp)



Nevezator (The Blind)



Radacina (The Radix)



Treasure:

Coins:



Large & Heavy Items:

Small Items:

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Rations:

Loot Lockup:

Multiple horizontal lines for writing rations and loot lockup details.