

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:



(Fever: -1 AP/Room until washed)

Soaked:



(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:*