

Notes

Sluggger



Slugger

| | | | |
|------------|----------------------|-----------|----------------------|
| Name: | <input type="text"/> | Pronouns: | <input type="text"/> |
| Aesthetic: | <input type="text"/> | Level: | <input type="text"/> |

Stress:

| | |
|---|---|
| Physical: | Mental: |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> |

Major Injuries:

| Training | Skills | Injuries |
|----------|----------------|----------|
| Yes | Athletics | |
| | Awareness | |
| | Communication | |
| | Knowledge | |
| | Medicine | |
| Yes | Melee | |
| | Nature | |
| | Ranged Weapons | |
| | Stealth | |
| | Tech | |

Equipment:

Relationships:

Permanent Boons:

Advances:

- ☐ Gain an extra physical stress box
- ☐ Gain an extra mental stress box
- ☐ Learn a new skill
- ☐ **Blessed:** Twice a session, you or a Survivor of your choice can re-roll a roll.
- ☐ **Heavy Strikes:** When you hit another combatant with a Melee attack, you deal an additional Physical Stress.