

# Notes

A large, empty rectangular box with a gray border, intended for writing notes. The box is centered on the page and occupies most of the vertical space below the title.

# Engineer



# Engineer

Name:  Pronouns:

Aesthetic:  Level:

## Stress:

### Physical:

### Mental:

## Major Injuries:

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

### Equipment:

### Relationships:

### Permanent Boons:

### Advances:

- Gain an extra Physical Stress box
- Gain an extra Mental Stress box
- Learn a new Skill
- Bag of Tools:** Once per session, you can declare that you have just the tool for a job, reach into your bag, and pull it out.
- Thief:** Once per combat, you can make a Stealth Roll to steal a weapon off of a combatant at Close Range.

# Notes

A large, empty rectangular box with a gray border, intended for writing notes. The box is centered on the page and occupies most of the vertical space below the title.

# Healer



# Healer

Name:  Pronouns:

Aesthetic:  Level:

Stress:

Physical:

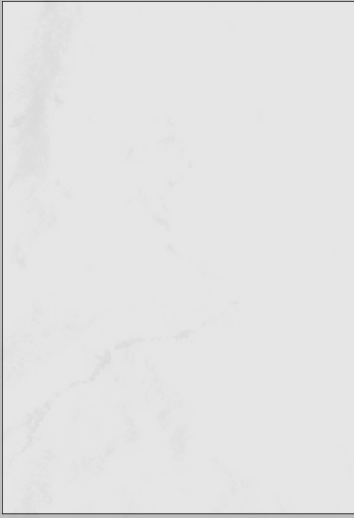
Mental:


Major Injuries:

Training	Skills	Injuries
	Athletics	
	Awareness	
	Communication	
Yes	Knowledge	
Yes	Medicine	
	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
- Network of Friends:** If you come across something you don't know, you know someone who can help you learn about it.
- Healing Hands:** Once per session, you can make a Medicine Roll to remove a Minor Injury from another Survivor. On a 12, you can remove a Major Injury, or 2 Minor Injuries.

# Notes

A large, empty rectangular box with a gray border, intended for writing notes. The box is centered on the page and occupies most of the vertical space below the title.

# Hunter



# Hunter

Name:  Pronouns:

Aesthetic:  Level:

Stress:

Physical:

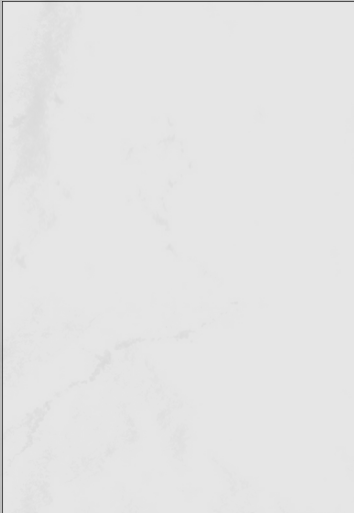
Mental:

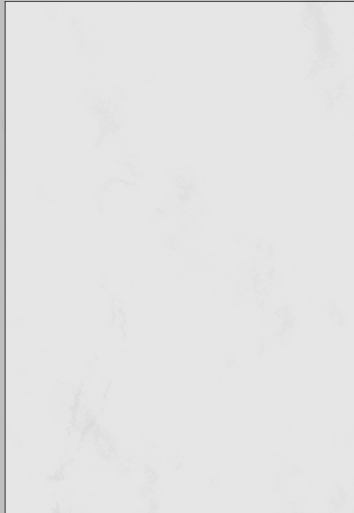
Major Injuries:

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

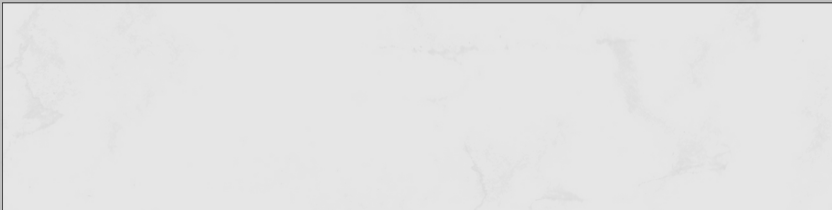
### Equipment:



### Relationships:



### Permanent Boons:



### Advances:

- Gain an extra physical stress box
- Gain an extra mental stress box
- Learn a new skill
- Natural Survivor:** You can always locate enough food and water to keep you and your friends alive.
- Perfect Aim:** When you hit another combatant with a Ranged Weapon attack, you deal an additional Physical Stress.

# Notes

A large, empty rectangular box with a gray border, intended for taking notes. The box is centered on the page and occupies most of the vertical space below the title.

# Sluggger



# Slugger

Name:  Pronouns:

Aesthetic:  Level:

## Stress:

### Physical:

### Mental:

## 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.

# Notes

A large, empty rectangular box with a gray border, intended for writing notes. The box is centered on the page and occupies most of the vertical space below the title.

# Strategist



# Strategist

Name:  Pronouns:

Aesthetic:  Level:

Stress:

Physical:

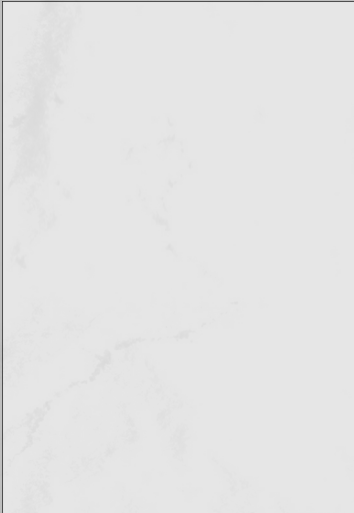
Mental:

Major Injuries:

Training	Skills	Injuries
	Athletics	
Yes	Awareness	
Yes	Communication	
	Knowledge	
	Medicine	
	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
- Empath.** You can always tell when someone is lying to you, or trying to keep something a secret from you.
- Demoralize.** During combat, you can use your Communication skill to deal 2 Mental Stress to any enemy that speaks the same language as you.