

Character Name

Mneme

Level

STR { } DEX { } CON { } WIL { } INT { } CHA { }

Strength Dexterity Constitution Will Intelligence Charisma

Fate { } Stamina { Current Max } Trauma { Current Max } Wounds { Current Max }

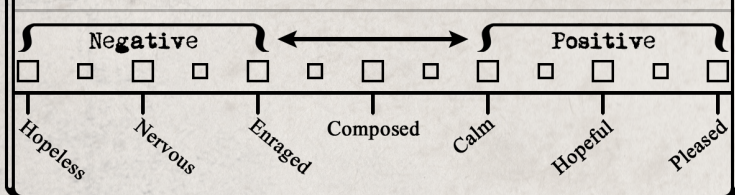
SKILLS

Crafting	
First Aid	
Lock Picking	
Melee Combat	
Perception	
Persuasion	
Ranged Combat	
Resolve	
Scavenge	
Sneaking	
Technology	

TALENTS

1.	
2.	
3.	
4.	
5.	

EMOTIONAL STATE



Warmth

{ }

Taint

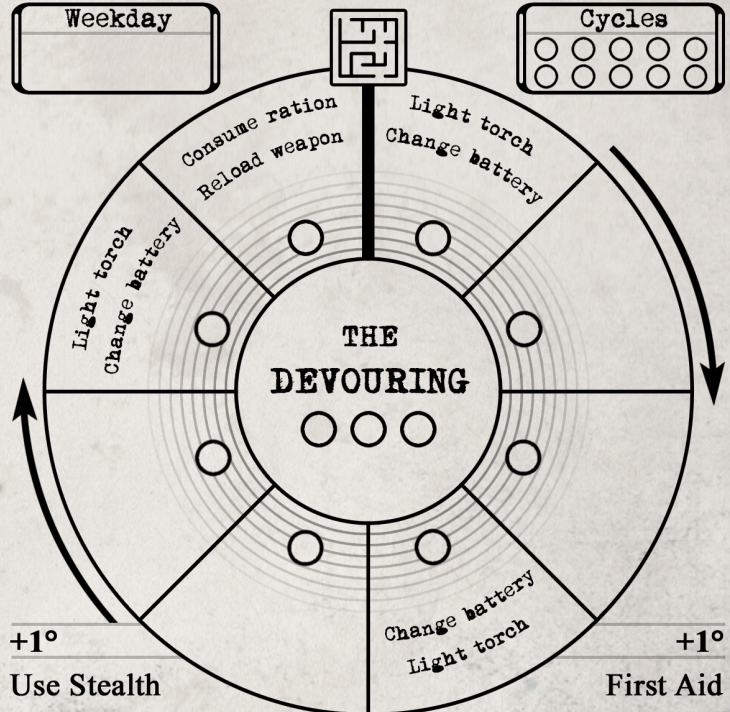
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INJURIES

Weekday

Cycles

○ ○ ○ ○ ○ ○ ○ ○



+1°

Use Stealth

Search a room

Each 3 rooms explored

+1°

First Aid

Move between sites

Completely explore a site

