Choose creature, origin, memories, magicks, order, weapon & potential armour of your scoundel

Player _____

Creature *Zombie* ☐ *Skeleton* ☐ *Ghost* ☐

Name _____

Soulpower

■☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ► *+1 Mark of Power, new Form*

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ► *+1 Mark of Power, new Form*

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ► *+1 Mark of Power, new Form*

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ► *Character leaves play...*

Decay

☠
5
4
3
2
1

Origin

_____

good in _____

good in _____

good in _____

good in _____

good in _____

good in _____

Helt Souls

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Dark Command

You must... _____

You must **OBEY!** _____

Nemesis

Name _____

Type _____

Adv. I _____

Adv. II _____

Pain 1 2 3 4 5 ☠

Encounters ☐ ► ☐ ► ☐ ► †

Strength

Memories

_____

good in _____

Magicks

Spell _____

Spell _____

Spell _____

Afflictions

_____

_____

_____

Weapon

Expectation +1 per

_____

_____

_____

Armour

Expectation +1 per, usually offers 1 Resistance

_____ ☐ ☐ ☐

_____ ☐ ☐ ☐

_____ ☐ ☐ ☐

Resistance

Artefacts *Expectation +1 per*

_____ ☐

_____ ☐

Equipment

	╳	╳	╳

Expectation

╳					

Marks of Power

Lvl.1 _____

Lvl.2 _____

Lvl.3 _____

Princes of Midnight