

Her Methalas

Into the Midnight Throne

NAME

LEVEL

XP

HEALTH

PERSONAL GOALS

TOUGHNESS

RETHIER

SANITY

DAMAGE MODIFIER

EXHAUSTION

LIGHTSOURCE

-1 / room

SKILLS

<input type="checkbox"/> Acrobatics (10)	<input type="checkbox"/> Reason
<input type="checkbox"/> Athletics (10)	<input type="checkbox"/> Scavenge
<input type="checkbox"/> Bladed Weapons	<input type="checkbox"/> Shafted Weapons
<input type="checkbox"/> Bludgeoning Weapons	<input type="checkbox"/> Stealth
<input type="checkbox"/> Dodge (10)	<input type="checkbox"/> Thievery
<input type="checkbox"/> Medicine	<input type="checkbox"/> Unarmed Combat & Fist Weapons
<input type="checkbox"/> Perception (20)	<input type="checkbox"/>

RESISTANCES

Endurance

Resolve

Spellward

WEAPONS

Weapon	Skill	Notes

MASTRIES

Mastery	Mastery	Mastery
Passive	Passive	Passive
Tier 1	Tier 1	Tier 1
Tier 2	Tier 2	Tier 2
Tier 3	Tier 3	Tier 3
Tier 4	Tier 4	Tier 4
Tier 5	Tier 5	Tier 5

MADNESS

Empty space for recording Madness effects.

PERKS

Empty space for recording Perks.

NOTES

Large empty space for recording notes.

DAMAGE VULNERABILITIES & RESISTANCES

	Immune	Vulnerable	Resistant	Restored	Reduction
Acid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Arcane	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Bludgeoning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Cold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Fire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Holy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Infernal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Lightning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Necrotic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Piercing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Poison	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Psychic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Slashing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

EQUIPPED GEAR

Main-hand

Off-hand

Belt

Helmet

Armor

Gloves

Boots

Amulet

Ring

Ring

BELT QUICKSLOTS (04)

1

2

3

4

NON-ENCUMBERING ITEMS

WEALTH

Coins (¢)

Total number of Coins & Gems Item Slots

/ 100 =

SUPPLIES

Crafting Supplies

Cooking Supplies

Rations

BACKPACK

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

ARMOR (PROTECTION & INTEGRITY)

Legs

Torso (Chest+Abdomen)

Integrity: Max / Current
Protection:

Integrity: Max / Current
Protection:

Arms

Head

Integrity: Max / Current
Protection:

Integrity: Max / Current
Protection:

GEAR

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

POUCH

- 1
- 2
- 3
- 4
- 5

POUCH

- 1
- 2
- 3
- 4
- 5

POUCH

- 1
- 2
- 3
- 4
- 5

TENSION DIE

(D10) → D8 → D6 → D4

LAIR/DOMAIN EXIT DIE

D10 → D8 → D6 → D4

ACTIVE GROWING DARKNESS EVENTS

OVERSEER INFLUENCE

Overseer:

NOTES