Nashala "Knocker" Nah'Jan

Go back to Cultists in the Dark

Character Information

| [Enter Name] |
|-------------------------|
| [Enter Player] |
| Deep Cuts |
| [Enter Background] |
| [Enter Faction] [Image] |
| [Enter XP] |
| (6 per clock) |
| 0 0 0 0 |
| 1 2 3 4 |
| |

Stress, Trauma and Harm

| Stress | Trauma | Har | m | Recovery |
|--------------|--------|-----|---|-------------|
| | | 4 | | \bigoplus |
| \mathbb{W} | | 3 | | |
| | | 2 | 2 | |

Attributes

| Insight | Prowess | Resolve |
|---------|----------------|---------|
| Hunt | Finesse | Attune |
| Study | Prowl | Command |
| Survey | Skirmish | Consort |
| Tinker | Wreck | Sway |

Equipment

Discrete Bulky or Heavy Playbook Specific

| Vice | |
|------------|---|
| [Vice] | |
| [Purveyor] | Ī |

Special Abilities

| Special Ability | Description |
|------------------------|---------------|
| [Ability 1] | [Description] |

Notes

| Notes | |
|---------|--------|
| [Custom | Notes] |

Current Load

| Load | Amount |
|--------|----------|
| Light | [Amount] |
| Normal | [Amount] |
| Heavy | [Amount] |

Crew and Contacts

| Crew Name | Crew | Туре |
|--------------------|-------|-------|
| [Crew Name] | [Crew | Type] |
| Notable Con | tacts | |
| [Contact 1] | | |
| [Contact 2] | | |
| [Contact 3] | | |

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