

Name: _____

Quirks: _____

Strength:

3

Smarts:

2

Sanity:

3



Name: _____

Quirks: _____

Strength:

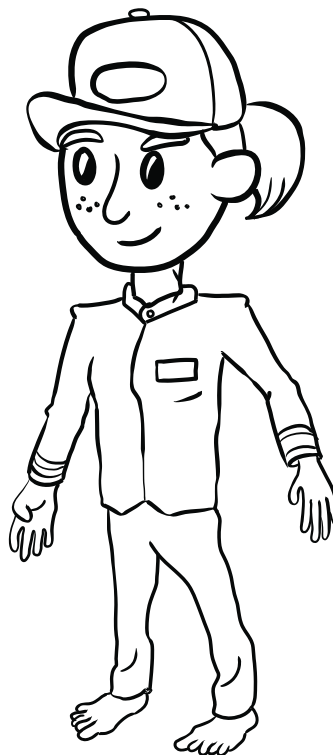
2

Smarts:

4

Sanity:

1



Pets! If you wish, you may remove two of your health to choose a pet. Your pet may take damage for you at any time.



Name: _____

Quirks: _____

Strength:

Smarts:

Sanity:



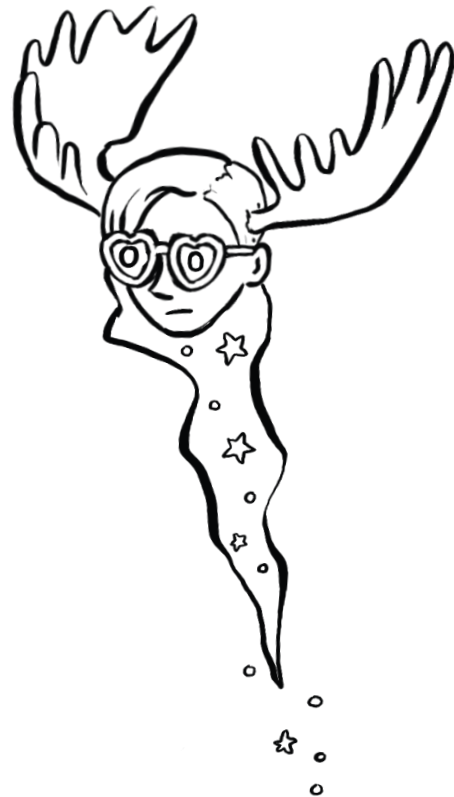
Name: _____

Quirks: _____

Strength:

Smarts:

Sanity:



Name: _____

Quirks: _____

Strength:

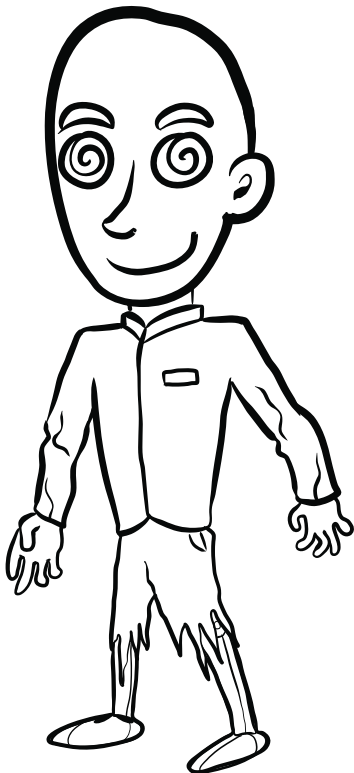
1

Smarts:

3

Sanity:

3



Name: _____

Quirks: _____

Strength:

4

Smarts:

1

Sanity:

2



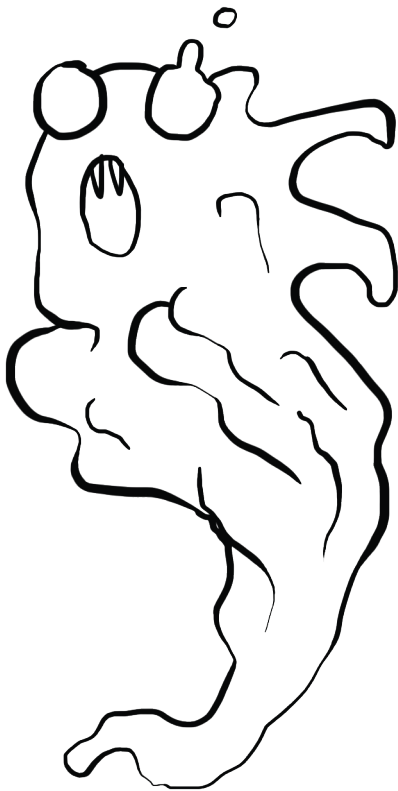
Name: _____

Quirks: _____

Strength: ☐

Smarts: ☐

Sanity: ☐



Name: _____

Quirks: _____

Strength: ☐

Smarts: ☐

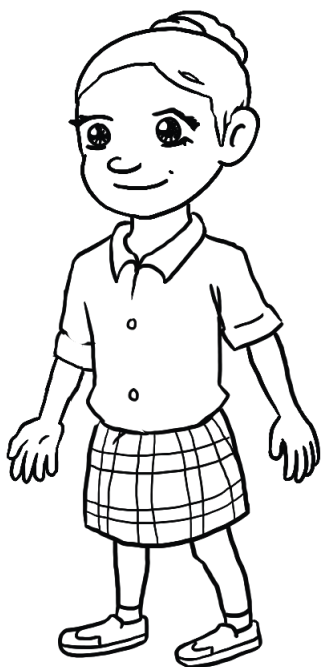
Sanity: ☐



Name: _____

Quirks: _____

Strength:	2						
Smarts:	3						
Sanity:	2						



Name: _____

Quirks: _____

Strength:	3						
Smarts:	2						
Sanity:	2						



Name: _____

Quirks:

Strength:

Smarts:

Sanity:



Name: _____

Quirks:

Strength:

Smarts:

Sanity:



Name: _____

Quirks: _____

Strength:

4

Smarts:

3

Sanity:

0



Name: _____

Quirks: _____

Strength:

2

Smarts:

3

Sanity:

2



Name: _____

Quirks:

Strength:

Smarts:

Sanity:



Name: _____

Quirks:

Strength:

Smarts:

Sanity:



Name: _____

Quirks: _____

Strength:

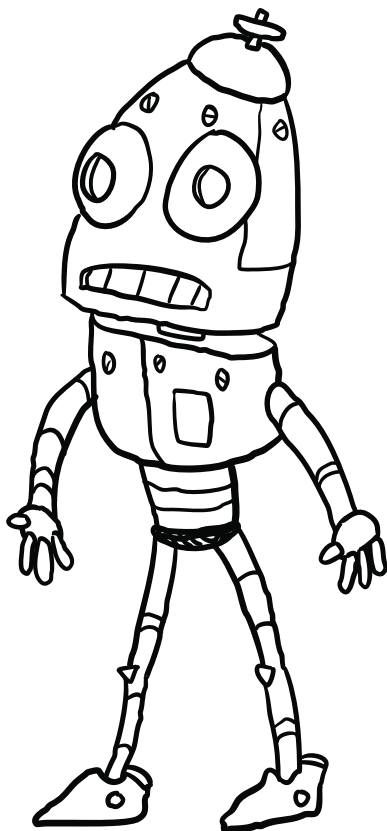
2

Smarts:

3

Sanity:

2



Special power: Pump. May spend one health to roll a die. Remove a number of flood tokens equal to the number rolled.

Name: _____

Quirks: _____

Strength:

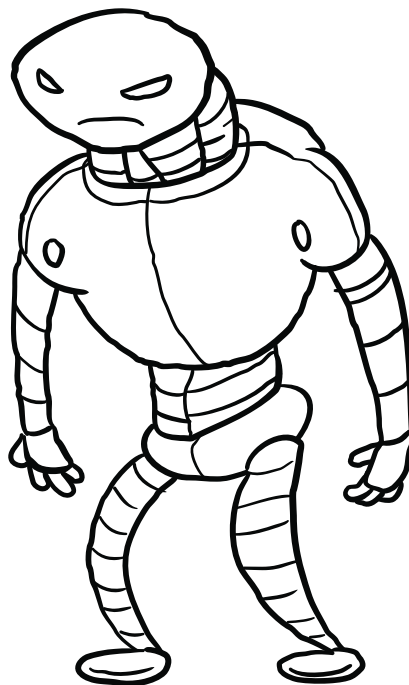
3

Smarts:

2

Sanity:

2



Special power: Jump in the way. If a room is about to take damage, you may prevent that damage by losing the same amount of health.

Name: _____

Quirks:

Strength: ☐

Smarts: ☐

Sanity: ☐



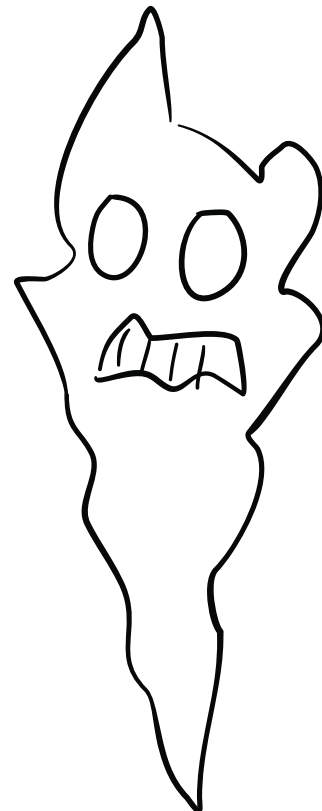
Name: _____

Quirks:

Strength: ☐

Smarts: ☐

Sanity: ☐



Name: _____

Quirks:

Strength:

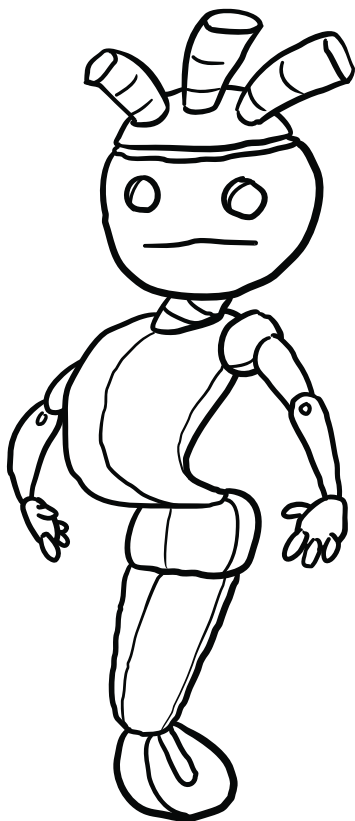
1

Smarts:

3

Sanity:

3



Special power: Speedy-speedy wheel.
When moving, every room is considered adjacent for this character. May not move into a flooded room.

Name: _____

Quirks: _____

Strength: ☐

Smarts: ☐

Sanity: ☐

