

# Murdham

**Str**

**Agi**

**Wit**

**Dmens**

**Health**

**Mana**

**Corruption**

**Conditions**

Mark duration as follows: R: next round only  
S: until end of stretch W: until end of watch  
F: until full rest X: until a certain trigger

<input type="checkbox"/> INCAPACITATED	<input type="checkbox"/> DYING
<input type="checkbox"/> FRIGHTENED	<input type="checkbox"/> TERRORISED
<input type="checkbox"/> CONFUSED	<input type="checkbox"/> FRENZIED
<input type="checkbox"/> LEFT ARM INJURY	<input type="checkbox"/> RIGHT ARM INJURY
<input type="checkbox"/> EYE INJURY	<input type="checkbox"/> BLIND
<input type="checkbox"/> HOBBLER	<input type="checkbox"/> DEAF
<input type="checkbox"/> STUNNED	<input type="checkbox"/> ENTANGLED
<input type="checkbox"/> ENCUMBERED	<input type="checkbox"/> SILENCED
<input type="checkbox"/> POISONED	
<input type="checkbox"/> SICK	

Items	Armour		\$

**Advances & Skills**

<b>Advances</b>	
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

**Traits & Notes**