



Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Magic

Preferred Enhancements

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal	Notes

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str.+Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Armor

Type	Protection	Penalty