			Character Name	е		Encr	oachm	ent E	Bonus
		7055	Player Name			160		+	ע ע
			GM			155		+Dice	Rate
IRE		$RD_{\mathscr{M}}$	Game Date			150	$\exists \setminus$		<u> </u>
			Scenario			145			
			Ocenano			140		+8	+2 300
MEMOS		-	НР		+	135			299
								+7	
						130	1		239
			<u> </u>			125		+6	+2 \ 200
			Encroachmen	nt Rate		120			199
						115	$\exists \setminus \setminus$	+5	+2 /
						110			160
						105			159
						100		+4	+1 \ 130
<u>. </u>			•		<u> </u>		∄\ '		
1 1 2:222					ļ.	95	□ \		
Loises		I						+3	129
Loises Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard	90		+3	
	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard			+3	+1 \ 100
	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard	90		+3	+1
	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard	90			+1
	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard	85			+1
	Name	Emotion (Positive)	Emotion (Negative)	S-Lois Titus	Discard	85 80 75			+1
Relationship Titus Discard E	Bonuses	Emotion (Positive)	Emotion (Negative)		Discard	90 85 80 75 70 70 F		+2	+1
Relationship Titus Discard E	Bonuses one of the followir		Experience	Points	1 Pt _	90 85 80 75 70 65		+2	+1
Titus Discard E Discard a Titus for +10 Dice Bonus t Timing: Declare b Effect: +10 dice b +10 Bonus to on	Bonuses Tone of the following for one Check before rolling. before rolling. before rolling. before Score	g in-battle bonuses	Experience	Points	1 Pt	90		+2	+1
Titus Discard E Discard a Titus for +10 Dice Bonus for Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score	Bonuses one of the following for one Check before rolling. onous for any check the Check's Score fifter rolling. The bonus bonus for a	ing in-battle bonuses k.	Experience Played to The End Achieved Session's G	Points Goals Rate 0 - 30% 31 - 50%	1 Pt	90 85 80 75 70 65 60 60		+2	+1
Titus Discard E Discard a Titus for +10 Dice Bonus t Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has	Bonuses one of the following for one Check before rolling. bonus for any check e Check's Score after rolling. e bonus for a a Titus may be use or rolled.	ing in-battle bonuses k.	Experience Played to The End Achieved Session's G	Points Goals Rate 0 - 30%	1 Pt Pt 3 Pt 4 Pt 5 Pt	90		+2	+1
Titus Discard E Discard a Titus Discard a Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has -1 Critical Value Timing: Declare b	Bonuses one of the followir for one Check before rolling. bonus for any check e Check's Score after rolling. bonus bonus for a a Titus may be use if rolled. for a Check before rolling.	ing in-battle bonuses k. any check. During ed even after the	Experience Played to The End Achieved Session's G Final Encroachment F	Points Soals Rate 0 - 30% 31 - 50% 51 - 70% 71 - 99% 100% ~ 2x (Loises) dice	1 Pt	90		+2	+1 \ \ 100 \ \ 99 \ \ 80 \ \ \ ±0 \ 60 \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Titus Discard E Discard a Titus Discard a Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has -1 Critical Value Timing: Declare b	Bonuses one of the following for one Check before rolling. be bonus for any check a Titus may be use or rolled. for a Check before rolling. Value bonus for an 2.	ing in-battle bonuses k. any check. During ed even after the	Experience Played to The End Achieved Session's G Final Encroachment F	Points Soals Rate 0 - 30% 31 - 50% 51 - 70% 71 - 99% 100% ~ 2x (Loises) dice	1 Pt	90		+2	+1 \ \ 100 \ \ 99 \ \ 80 \ \ \ ±0 \ 60 \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Titus Discard E Discard a Titus for +10 Dice Bonus to Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has -1 Critical Value t Timing: Declare b Effect: -1 Critical Min. value Recover from Inc. Timing: Right after	Bonuses one of the following for one Check before rolling. be bonus for any check a Titus may be use or rolled. for a Check before rolling. Value bonus for an 2.	ing in-battle bonuses k. any check. During ed even after the acitated	Experience Played to The End Achieved Session's G Final Encroachment F Backtracked with a Rolled a second time Kept S-Lois Good Role-play	Points Soals Rate 0 - 30% 31 - 50% 51 - 70% 71 - 99% 100% ~ 2x (Loises) dice	1 Pt	90		+2	+1 \ \ 100 \ \ \ 99 \ \ 80 \ \ \ 79 \ \ 60 \ \ \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \
Titus Discard E Discard a Titus Discard E Discard a Titus for +10 Dice Bonus it Timing: Declare b +1D Bonus to on Timing: Declare a Effect: +10 score Opposed checks, opposing side has -1 Critical Value it Timing: Declare b Effect: -1 Critical value Recover from Inc Timing: Right afte Effect: Recover fr HP.	Bonuses Tone of the following for one Check perfore rolling. Tonus for any check perfore rolling. To a Titus may be used the check perfore rolling. Tolled. Tor a Check perfore rolling. Tolled. To a Check perfore rolling. Tolled. To a Check perfore rolling. Tolled. Tolle	acitated with ([Body]+10)	Experience Played to The End Achieved Session's G Final Encroachment F Backtracked with a Rolled a second time Kept S-Lois Good Role-play Helped other players	Points Goals Rate 0 - 30%	1 Pt	90		+2	+1 \ \ 100 \ \ \ 99 \ \ 80 \ \ \ 79 \ \ 60 \ \ \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \
Titus Discard E Discard a Titus for +10 Dice Bonus to Timing: Declare b Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has -1 Critical Value to Timing: Declare b Effect: -1 Critical value to Min. value Recover from Inc. Timing: Right afte Effect: Recover fr HP. Remove Disadva Timing: Anytime.	Bonuses one of the following for one Check before rolling. bonus for any check e Check's Score after rolling. e bonus bonus for a a Titus may be use for a Check before rolling. Value bonus for an 2. capacitation er becoming Incapa om Incapacitation intageous Effects	any check. During ed even after the exitated with ([Body]+10)	Experience Played to The End Achieved Session's Grinal Encroachment F Backtracked with Rolled a second time Kept S-Lois Good Role-play Helped other players Helped advance the gets	Points Goals Rate 0 - 30%	1 Pt	90		+2	+1 \ \ 100 \ \ \ 99 \ \ 80 \ \ \ 79 \ \ 60 \ \ \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \
Titus Discard E Discard a Titus for +10 Dice Bonus to Timing: Declare to Effect: +10 dice b +1D Bonus to on Timing: Declare a Effect: +1D score Opposed checks, opposing side has -1 Critical Value to Timing: Declare b Effect: -1 Critical Min. value Recover from Inc. Timing: Right afte Effect: Recover fr HP. Remove Disadva Timing: Anytime. Effect: Remove a	Bonuses Tone of the followir for one Check before rolling. bonus for any check the Check's Score after rolling. bonus bonus for a a Titus may be use a Titus may be use a Titus may be use a rolled. for a Check before rolling. Value bonus for an 2. capacitation er becoming Incapa om Incapacitation intageous Effects Il disadvantageous penalties). The Gr	acitated with ([Body]+10) seffects (i.e. Bad M decides how	Experience Played to The End Achieved Session's G Final Encroachment F Backtracked with a Rolled a second time Kept S-Lois Good Role-play Helped other players	Points Goals Rate 0 - 30%	1 Pt	90		+2	+1 \ \ 100 \ \ \ 99 \ \ 80 \ \ \ 79 \ \ 60 \ \ \ \ 59 \ \ \ \ \ \ \ \ \ \ \ \ \ \