

PERCEPTION_____00000
INTELLIGENCE_____00000
WITS_____00000

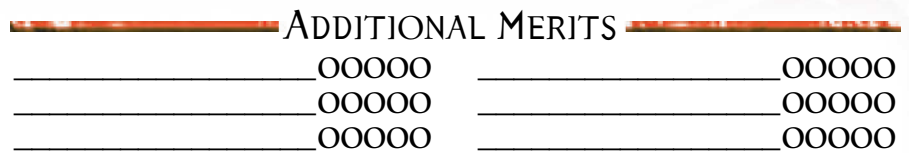
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AIR EARTH FIRE WATER WOOD

CURRENT: TOTAL:

	CLS	SRT	MED	LNG	EXT		CLS	SRT	MED	LNG	EXT
MORTAL ARCHERY	-2	+4	+2	+0	-2	ARTIFACT ARCHERY	-1	+5	+3	+1	-1
MORTAL THROWN	+4	+3	+2	-1	-3	ARTIFACT THROWN	+5	+4	+3	+0	-2

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ((Dexterity + Combat Ability) / 2, round up) + weapon's defense • Evasion: ((Dexterity + Dodge) / 2, round up) - armor's mobility penalty • Risk: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = (Wits + Integrity + specialty) / 2, round up • Guile = (Manipulation + Socialize + specialty) / 2, round up • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative 1 Defense penalty until his next turn.

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