



CONCEPT: _____
ANIMA: _____
NATION: _____

☐ ☐ PERCEPTION_____00000
☐ ☐ INTELLIGENCE_____00000
☐ ☐ WITS_____00000

MERITS

(Blank lined area for student response)

LIMIT BREAK

□ □ □ □ □ □ □ □ □ □

LIMIT TRIGGER

ALCHEMICAL EXPERIENCE

CURRENT: TOTAL: CURRENT: TOTAL:

WEAPONS

[illegible]

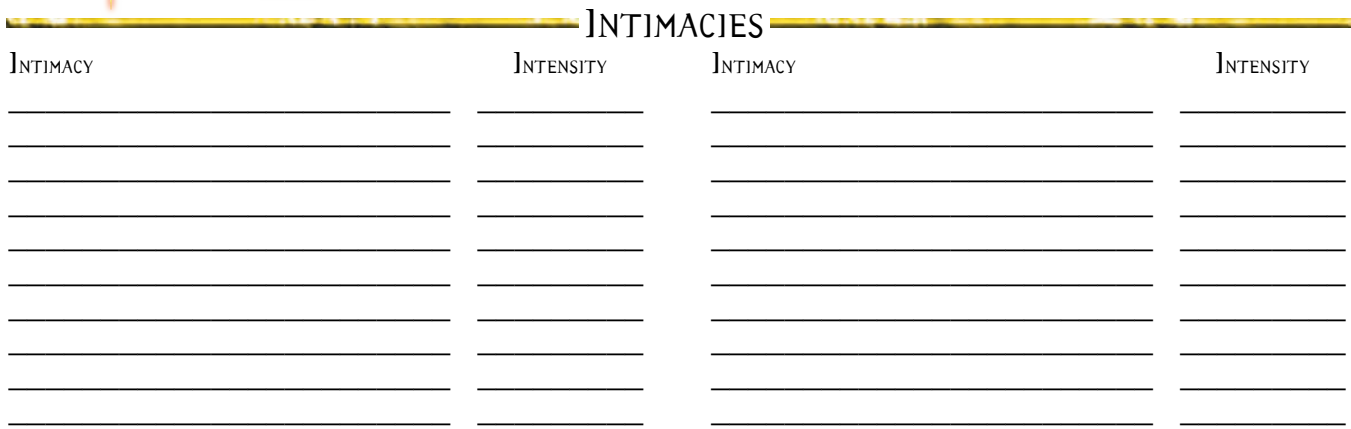
ARMOR	SOAK	HARD	MP
_____	_____	_____	_____
_____	_____	_____	_____
NATURAL SOAK: _____			

PARRY: _____ RESOLVE: _____
 EVASION: _____ GUILE: _____
 RUSH: _____ DISENGAGE: _____
 JOIN BATTLE: _____

HEALTH LEVELS

0

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 • Rush: 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.

[illegible]

INVENTORY