



☐ ☐ PERCEPTION _____ 00000
☐ ☐ INTELLIGENCE _____ 00000
☐ ☐ WITS _____ 00000

[illegible]

□ □ □ □ □ □ □ □ □ □

CURRENT: TOTAL: CURRENT: TOTAL:

[illegible]

CLS SRT MED LNG EXT

CLS SRT MED LNG EXT

MORTAL ARCHERY	-2	+4	+2	+0	-2
MORTAL THROWN	+4	+3	+2	-1	-3

ARTIFACT ARCHERY	-1	+5	+3	+1	-1
ARTIFACT THROWN	+5	+4	+3	+0	-2

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

0

Joint 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.



INTIMACIES

[illegible]

CHARMS

[illegible]

INVENTORY

NOTES
