



PERCEPTION_____00000
INTELLIGENCE_____00000
WITS_____00000

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	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

PARRY: _____

RESOLVE: _____

EVASION: _____

GUILE: _____

RUSH: _____

DISENGAGE: _____

JOIN BATTLE:

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) • **Gule:** ([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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