



PERCEPTION_____00000
INTELLIGENCE_____00000
WITS_____00000

[illegible]

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CURRENT: TOTAL: CURRENT: TOTAL:

[illegible]

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

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Natural Soak: Stamina + Charms • Parry: ((Dexterity + Brawl, Martial Arts or Melee, whichever is appropriate to the character's current armament) / 2, round up) + Weapon's Defenses bonus
Evasion: ((Dexterity + Dodge) / 2, round up) – armor's mobility penalty • *Resolve:* ((Wits + Integrity + specialty) / 2, round up) • *Guile:* ((Manipulation + Socialize + specialty) / 2, round up)

[illegible][illegible]