



PERCEPTION_____	00000
INTELLIGENCE_____	00000
WITS_____	00000

[illegible]

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CURRENT: TOTAL: CURRENT: TOTAL:

[illegible]

CLS SRT MED LNG EXT

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

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

[illegible]

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.



INTENSITY

[illegible]

CHARMS

EFFECT

[illegible]

INVENTORY
