



PERCEPTION_____00000
INTELLIGENCE_____00000
WITS_____00000

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CURRENT: TOTAL: CURRENT: TOTAL:

[illegible]

CLS SRT MED LNG EXT

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

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

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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.



INVENTORY

INTENSITY

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.[illegible]