_		OSTATE-FERG@VOIDSTATE.COM - MORE RPG STUFF AT V MIES P.BARRETT@GMAIL.COM - WWW.BAZZALISK.OF	G.UK C				
<u>_</u>					INTIMACIES (Max = WP + Compassion)		
		FEATURES:					
			_				
HON	MELAND:	SEX: AC	E: =			L NOT	ES / PORTRAIT / ANIMA BANNER
		■ ATTRIBUTES		LANGUAGE:	5 — ———		
STREN		RISMA •••• PERCEF					
		PULATION OOO INTELLI					
STAMI	NA OOOO APPE	ARANCE OOOO WITS	•0000 -		TOTAL	BANKED	SPENT
Favoure	ABILITIE	S	VIRTUES ===		SPECIALTIES 8	& CRAFTS	
	ARCHERY	OOOOO COMPAS	SION 0000 _				00000
	ATHLETICS	00000			00000		00000
		OOOOO CONVICT					
	BUREAUCRACYCRAFT		ANCE 0000 —				
_							
	DODGE INTEGRITY						
	INVESTIGATION			BACKGR	OUNDS & EQUIPMENT		
	LARCENY	OOOOO BACKGR	OUND	RATING	DETAILS		
	LINGUISTICS	00000					
	LORE	00000		_00000			
	MARTIAL ARTS	00000					
	MEDICINE						
	MELEE						
_							
	PERFORMANCE PRESENCE			_ 00000			
	RESISTANCE			_ 00000			
	RIDE						
	SAIL			_ 00000			
	SOCIALISE						
님	STEALTHSURVIVAL						
H							
	WAR						
	SC	CIAL COMBAT			COMB	AT	
ATTACKS SPEED HONESTY DECEPTION RATE HONESTY DECEPTION WEAPONS SPEED ACCURACY DAMAGE DEFENCE RATE RANGE							
PR	ESENCE 4	2	Punch		Weapon Weapon/Total 5 +1	Weapon/Total/Type Weapon	7/Total Weapon Weapon
PEI	RFORMANCE 6		Kick		5 +0	3 B -2	2
IN\	/ESTIGATION 5 Charisma	Manipulation (Charisma (Manipula	Clinch		6 +0	0 B +0	
	+ Ability	+ Ability + Ability)/2 + Abilit					片 片 片
	DODGE MDV	JOIN DEBATE Wits + Awarene					
		wer + megnty//2		т.	calculate total add: Dex + Ability	Strength Dex +	Ability
		ILLPOWER -	DODGE DV	Dex.+ Dodge)/2 - Mob. Pen.	PARRY DV(Total Defense)/2		JOIN BATTLE Wits + Awareness
	WILLPOWER DDC		ARMOUR	SOAK	MOB. FAT- HARD- PEN. IGUE NESS	SOAK	Bashing / Lethal / Agg
	MOVEM			Lethal E		BASE SOAK Stamina / Stam	
MO		IENT & HEALTH WOUND HEALTH LEVE	<u> </u>			ARMOR Use Lethal soak for A	ggravated
	Horizontal	Vertical PENALTY				TOTAL +	
		-0 D		Threshold / Pool to Resist	Threshold	ORDER OF COMBAT	COMMON ACTIONS
늗		-1 L §	KNOCKDO)		STUNNING	Declare Attack	Action (Speed / DV Penalty) Join Battle (Varies/-0)
H	i H H	-2 U U B	[Sta or De	Sta + Resistance / x]+ [Athletics or Resistance]	Stamina	Declare Defense Attack Roll Attack Reroll	Ready Weapons (5/-1) Physical Attack (Varies/-1) Social Attack (Varies/-2)
Dexter - Mob P	en Mob. Pen Mob. Pen.	r + Athletics - Mob. Pen. INCAP	down if stru	may be knocked ck with an attack that raw damage than	Characters who suffer more health levels of damage than their Stamina in a single blow	 Subtract Penalties/ Apply Defenses 	Co-ordinate Attack (5/-0) Simple Charm (6/-1)
-Wou Pena	alty Penalty Penalty) x 2	-Wound Penalty Bashing Lethal	their (Stan (Stamina or	nina + Resistence). Dexterity] + [Athletics	must make a reflexive Stamina + Resistance roll (difficulty	 Defense "Reroll" Calculate Raw Damage Apply Hardness & Soak, 	Guard (3/None) Move (0/None) Dash (3/-2)
Lethal o	G: Bashing damage heals 1 health level per 1 damage healing rate varies (-0 = 1 day;-1 = 1 capacitated =1 month, cannot heal without r	12 hours. Agg and week;-2 = 2 weeks; DEATH & DYING: Characters	educed below are action. P	e]) (difficulty 2) to g from prone requires rone characters take a	of damage - Stamina) or be stunned until the attacker next acts. Stunned characters take a	Roll Damage 9. Counterattack	Jump (5/-1) Rise From Prone (5/-1)
levels o resting.	ther than -4 and incapacitated double these Agg cannot be healed by magic.	times if not Incapacitated by L damage in Inactive action, losing one D	ying Health Level -1 external	penalty to all non- rsical rolls.	-2 internal penalty to all non- reflexive physical rolls.	10. Apply Damage, Knockdown & Stunning	Miscellaneous (5/Varies) Inactive (5/Special)
single a boxes a	icter who suffers more than 4 health levels of titack suffers a disabling wound. Circle the re and any wound penalties continue to apply e levels heal	elevant wound opportunity for a last drama					
riedith	cvcio licai						



































