## ATTRIBUTES

| | | |
|---|---|---|
| STRENGTH ●○○○○ | CHARISMA ●○○○○ | PERCEPTION ●○○○○ |
| DEXTERITY ●○○○○ | MANIPULATION ●○○○○ | INTELIGENCE ●○○○○ |
| STAMINA ●○○○○ | APPEARANCE ●○○○○ | WITS ●○○○○ |
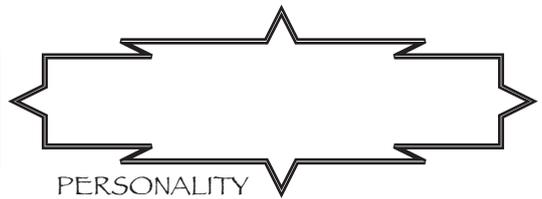
## ABILITIES

| | | | |
|---|---|---|---|
| ☐ ARCHERY | ○○○○○ | ☐ SOCIALISE | ○○○○○ |
| ☐ ATHLETICS | ○○○○○ | ☐ STEALTH | ○○○○○ |
| ☐ AWARENESS | ○○○○○ | ☐ SURVIVAL | ○○○○○ |
| ☐ BUREAUCRACY | ○○○○○ | ☐ THROWN | ○○○○○ |
| ☐ CRAFT | ○○○○○ | ☐ WAR | ○○○○○ |
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| _____ | ○○○○○ | | |
| ☐ DODGE | ○○○○○ | | |
| ☐ INTEGRITY | ○○○○○ | | |
| ☐ INVESTIGATION | ○○○○○ | | |
| ☐ LARCENY | ○○○○○ | | |
| ☐ LINGUISTICS | ○○○○○ | | |
| ☐ LORE | ○○○○○ | | |
| ☐ MARTIAL ARTS | ○○○○○ | | |
| ☐ MEDICINE | ○○○○○ | | |
| ☐ MELEE | ○○○○○ | | |
| ☐ OCCULT | ○○○○○ | | |
| ☐ PERFORMANCE | ○○○○○ | | |
| ☐ PRESENCE | ○○○○○ | | |
| ☐ RESISTANCE | ○○○○○ | | |
| ☐ RIDE | ○○○○○ | | |
| ☐ SAIL | ○○○○○ | | |

## VIRTUES

| | |
|---|---|
| ☐ COMPASSION | ●○○○○ ☐☐☐☐☐ |
| ☐ CONVICTION | ●○○○○ ☐☐☐☐☐ |
| ☐ TEMPERANCE | ●○○○○ ☐☐☐☐☐ |
| ☐ VALOUR | ●○○○○ ☐☐☐☐☐ |

### SPECIALITIES

## PERSONALITY

### MOTIVATION

### INTIMACIES

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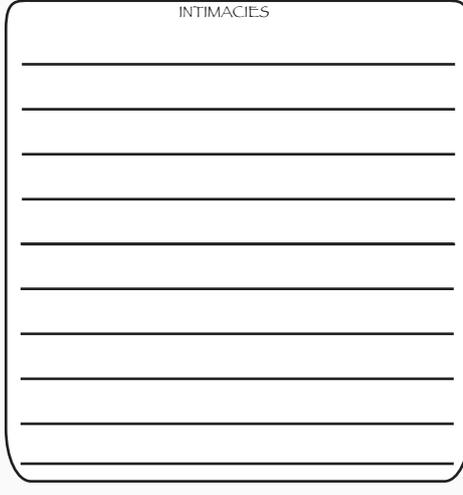
WILLPOWER ●●○○○ ○○○○○
☐☐☐☐☐ ☐☐☐☐☐
Sum of two highest virtues

PERMANENT ESSENCE ●

## BLEEDING AND INFECTION

Each Lethal or agravated injury causes bleeding. To Staunch bleeding roll (Wits + Med.) difficulty equal to number of health-levels in the injury. Any strenuous activity will reopen staunched wounds. Whilst bleeding take one unsoakable lethal damage every Sta. minutes.

After suffering L or A wounds roll (Sta. + Res.) diff. 3 (more for bad conditions). If wound is rexposed before healing roll again. Success avoids infection. Failure causes disease, Morbidity 1 (increases by 1 each day untreated), −2 int. pen. on all non-ref. actions until cured. Treatment requires daily (Int. + Med.) rolls diff. equal to current Morbidity. Success stops morbidity from rising obviates need for further medicine rolls as long as treetment continues. Roll (Sta. + Res.) diff. of Morbidity daily. Success cures infection. On a botch or when the Morbidity rises above (Sta. + Res.) take a −4 internal pen. for Sta. days then die.

## SOCIAL COMBAT

| SOCIAL ATTACKS | Speed | Honesty | | Deception | | Rate | | |
|---|---|---|---|---|---|---|---|---|
| | | Attack | Parry DV | Attack | Parry DV | | | |
| Presence | 4 | ☐ | ☐ | ☐ | ☐ | 2 | JOIN DEBATE | ☐ |
| Performance | 6 | ☐ | ☐ | ☐ | ☐ | 1 | | Wits + Aware. |
| Investigation | 5 | ☐ | ☐ | ☐ | ☐ | 2 | DODGE MDV | ☐ |
| | | Cha. + Ability | (Cha. + Ability)/2 | Man. + Ability | (Man. + Ability)/2 | | | (Willpower + Integrity + Essence)/2 |

## COMBAT

| ATTACKS | Speed | Attack | | Damage | | | Defense | | Rate | Range |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Accuracy | Total | Weapon | Base | Type | Weapon | Total | | |
| Punch | 5 | +1 | ☐ | 0 | ☐ | B | +2 | ☐ | 3 | 0 |
| Kick | 5 | +0 | ☐ | 3 | ☐ | B | −2 | ☐ | 2 | 0 |
| Clinch | 6 | +0 | ☐ | 0 | ☐ | B | +0 | ☐ | 1 | 0 |
| _____ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| | | Dex. + Ability | | Str. | | | Dex. + Ability | | | |

JOIN BATTLE ☐ — Wits + Aware.

DODGE DV ☐ — (Dex. + Dodge)/2

PARRY DV ☐ — Defense/2

KNOCKDOWN — Threshold ☐ Sta. + Res. — Pool ☐ [Sta. or Dex.] +[Ath. or Res.]

STUNNING — Threshold ☐ Sta. — Pool ☐ [ta. + Res.]

MOB. PEN. ☐

### Steps in Combat:
1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/ Apply defenses
6. Defense reroll
7. Claculate raw damage
8. Apply hardness and soak then roll damage
9. Counterattack
10. Apply damage, knockdown, and stunning

| MOVE | DASH | JUMP | | WOUND PENALTY |
|---|---|---|---|---|
| | | Horizontal | Vertical | −0 |
| | | | | −1 |
| | | | | −2 |
| | | | | −4 |
| Dex. | Dex. + 6 | (Str. + Ath.)x2 | Str. + Ath. | INCAPACITATED |

### Health Levels
-0 ☐
-1 ☐ ☐
-2 ☐ ☐
-4 ☐
INCAPACITATED ☐

Dying / Sta. ☐ ☐ ☐

| | B | L | A |
|---|---|---|---|
| Base Soak (Sta.) | ☐ | ○ | ○ |
| Other _____ | ☐ | ☐ | ☐ |
| NATURAL TOTAL | ☐ | ☐ | ☐ |

| | Ordinary | Piercing | Ordinary | Piercing |
|---|---|---|---|---|
| Armour Soak | ☐ | ☐ | ☐ | ☐ |
| Other _____ | ☐ | ☐ | ☐ | ☐ |
| FINAL TOTAL | ☐ | ☐ | ☐ | ☐ |

HARDNESS ☐ ☐

Characters who suffer 4 or more health-levels of damage from a single wound suffer a crippling wound, circle the first x wound boxes, where x is the number of health-levels suffered. Although the damage heals normally the wound penalties remain.

# BACKGROUNDS

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## SOLO UNIT

ENDURANCE ⭘⭘⭘⭘⭘ ⭘⭘⭘⭘⭘
⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜

Sta. + Res.

**MOVE** ⬜ (Dex.)x100

**CHARGE** ⬜ (Dex. +6)x100

Apply target unit's magnitude as an external penalty to all attacks.

Upon each succesful attack roll (Charisma + War) against a difficulty of your Armour's fatigue value,  on failure lose a dot of Endurance. A character with no remaining endurance has a –2 penalty on all actions.

## EXPERIENCE

| TOTAL | BANKED | SPENT |
|-------|--------|-------|
|       |        |       |

INCREASE:  Attribute, Rx4; Favoured Ability, (Rx2)–1; Ability Rx2; Virtue Rx3;Willpower Rx2

NEW: Ability, 3; Speciality, 3;