

Shooting

VIGILANCE

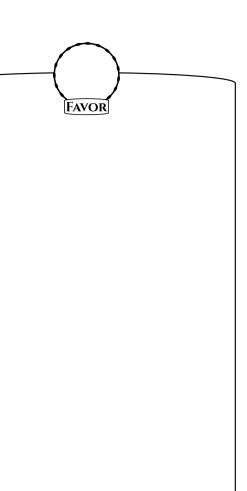
8 + AWARENESS

MAXIMUM MODIFIER = LEVEL / 4 (MIN. 1)

MOVEMENT

5 + (ATHLETICS / 2)





ABILITIES	DAMAGE 📢 🛚	MANEUVERS			
MODIFIER	<b>'</b>	AP			
_ CHARM					
DECEPTION	(MAX) DYING				
S Intimidation	DYING				
INTIMIBATION	(HALF) INJURED				
ATHLETICS					
CD A FT	(O) HEALTHY				
DEXTERITY  STEALTH	MAXIMUM = 40 + TOUGHNESS				
DEXTERITY	VIGOR				
- STEALITI					
Toughness					
	3 + ATHLETICS + DEXTERITY				
Awareness	+ TOUGHNESS				
INTUITION					
NATURE	STRESS (\$\frac{1}{2}\)	TALENTS			
Reasoning		AP			
WILLPOWER					
	- MAX) PANIC				
ASSAULT					
DEFEND	-(HALF) STRESSED				

 $(\mathbf{0})$ 

FOCUS MAXIMUM

3 + AWARENESS + REASONING + WILLPOWER

MAXIMUM = 40 + WILLPOWER

Relaxed

MAXIMUM FAVOR = LEVEL / 4 (MIN. 1)

TRAUMAS			
		AP	

EAVOD		WEAPON I	COUNTERS
TAYUK			Alarm
FAVOR OF THE CHARACTER NAME PLAYER NAME		ASPECTS	Blind
ENCHANTMENTS & POISONS	AMMO I AMOUNT	DAMAGED DURABILITY BONUS	Breath
ENCHANTMENTS & FOISONS	Bonus	ENCHANTMENTS D6	Charmed
	D6		Daze
	AMMO II AMOUNT		Deaf
	Bonus <b>D6</b>		DESPAIR
		Westers	Drive
	ARMOR	WEAPON II	Exhaustion
INVENTORY	CIS		FIRE
	DAMAGED DURABILITY BONUS D6  ENCHANTMENTS	DAMAGED DURABILITY BONUS D6  ENCHANTMENTS	HASTE
			Levitation
			RECOVERY
			REST
			Rush
			SHIELD
	SHIELD	WEAPON III	SLOW
			Stun
	ASPECTS	ASPECTS	Suffocation
	DAMAGED DURABILITY BONUS D6	DAMAGED DURABILITY BONUS	SURGE
	ENCHANTMENTS	ENCHANTMENTS	WARD
COINS			



CHARACTER NAME

PLAYER NAME

THIS IS MY MOTIVATION FOR ADVENTURE

R ADVENTURE THIS ALWAYS GETS ME INTO TROUBLE

YOU GAIN ONE DRIVE COUNTER WHENEVER YOU MEANINGFULLY SATISFY A MOTIVATION.

YOU GAIN ONE DRIVE COUNTER WHENEVER THIS CHARACTER TRAIT GETS YOU INTO TROUBLE.

THIS IS HOW I APPEAR TO OTHERS

PEOPLE TELL THESE RUMORS ABOUT ME

THIS EVENT SHAPED MY OUTLOOK ON LIFE

THESE ARE MY ROOTS

**NOTES**