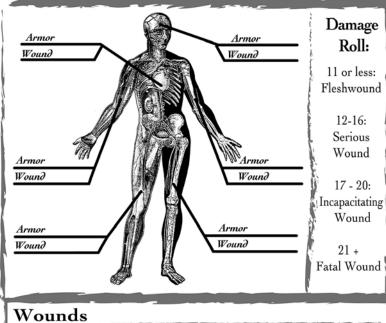


Name:	Player:				
Age & Appearance:					
Calling:					
Experience Points Total:	Unspent:				

	Experience Points Total:	Unspent:		
Attributes Cost Rating	Skills Rating  Specialties & Stunts	Wedicine 2  Wedicine 2  Alchemy  Anatomy		
Vitality				
Coordination		justicis consumes that which the control of the same substitution of th		
Wit				
Intellect		Science consumers that of the confidence of the		
Charm				
Will				
Prowess Actions (Coordination + Wit)				
Corruption Physical Affliction: Desire Affliction: Drive Affliction:				
Qualities, Impediments & Features				
		Tasks & Difficulty Rating Task: Difficulty Rating Simple No Roll Moderate 11 Complex 14 Hard 16 Virtually Impossible 20 Impossible No Roll		



Damage 📑	ли
Roll:	Location:
Kon:	Arm
11 or less:	Leg
Fleshwound	Hand/Foot
	Head/Throa
12-16:	Torso
Serious	Vital Locati
Wound	
. Would	Att
17 - 20:	Attacker A
Incapacitating	OCH 1

Wound

21 +

Attack l	Modifiers:	Location
Location:	Attack Modifier:	Damage Modifi
Arm	-3	0
Leg	0	0
Hand/Foot	-3	-3
Head/Throat	-3	+3
Torso	0	0
Vital Location (H	eart) -5	+5
Attack	Ranged	
Attacker Aimine	r. ±5 r	n

1	Coordination	/
	Wit	
	Intellect	1
1	Charm	/
	Will	1
1	Prowess	
2	Actions	1
1	Initiative = 2d	10 + Prowess

Rating /Current

Attributes

Vitality

+5 Long Range:

Off Hand Penalty: -3 Extreme Range:

Attacker Moving: -2 Target Partially
Poor Visibility: -1 to -3 obscured by cover: -2

Target mostly obscured by cover: -4

Attack Roll I	Diff	ficulty Rating (DR)
Unaware Target: Aware Target: Target Taking Evasive Action:	11 -	Target's Coordination (Target's Coordination x2

Wound	s			A	rmor			
Weapon	ns Weapon	Skill Rating	Damage	Range	Ammo	Cost	Ammo Cost	Features
Assets	Posses	sions & Eq	uipment	7.	Notes			
Wealtl	h	Savings:						