Unhallowed Metropolis

Name: _____ Player: _____

Age & Appearance: _____

Calling: Mourner

Experience Points **Total:** ☐ **Unspent:** ☐

Attributes

	Cost	Rating
Vitality		☐
Coordination		☐
Wit		☐
Intellect		☐
Charm		☐
Will		☐

Prowess ☐ (Coordination + Wit) **Actions** ☐

Corruption

Physical ☐
Affliction: _____

Desire ☐
Affliction: _____

Drive ☐
Affliction: _____

Qualities, Impediments & Features

EXCULPUS MASTERY
FAMILIARITY: ANIMATE
GUILD TRAINING
MEDITATION
QUIET
RESOLVE

Skills

Skills	Rating
↳ *Specialties & Stunts*	
Concentration	2
Etiquette	2
Melee Weapon	2
Shadow	2
Thanatology	2
Theology	2

Example: **Medicine** 2
↳ *Alchemy*
↳ *Anatomy*

Tasks & Difficulty Rating

Task:	Difficulty Rating
Simple	No Roll
Moderate	11
Complex	14
Hard	16
Virtually Impossible	20
Impossible	No Roll

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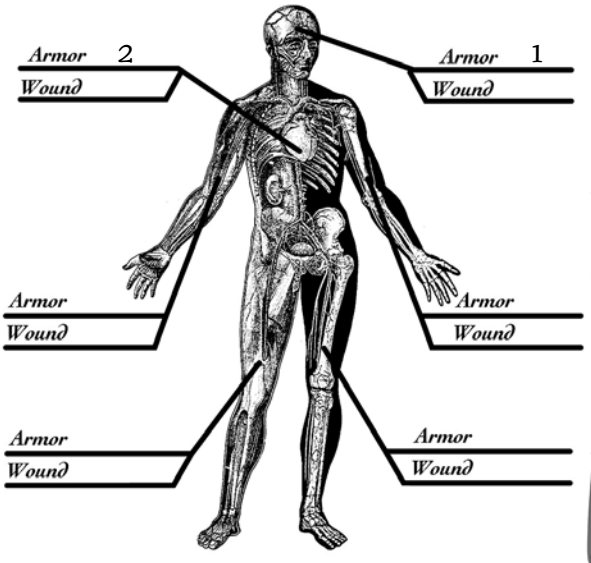

Damage Roll:

11 or less: Fleshwound

12-16: Serious Wound

17 - 20: Incapacitating Wound

21 + Fatal Wound

Attack Modifiers: Location

Location:	Attack Modifier:	Damage Modifier:
Arm	-3	0
Leg	0	0
Hand/Foot	-3	-3
Head/Throat	-3	+3
Torso	0	0
Vital Location (Heart)	-5	+5

Attack Modifiers: Ranged

Attacker Aiming:	+5	Long Range:	-2
Off Hand Penalty:	-3	Extreme Range:	-4
Attacker Moving:	-2	Target Partially obscured by cover:	-2
Poor Visibility:	-1 to -3		

Target mostly obscured by cover: -4

Attributes

	Rating	Current
Vitality		
Coordination		
Wit		
Intellect		
Charm		
Will		
Prowess		
Actions		

Initiative = 2d10 + Prowess

Attack Roll Difficulty Rating (DR)

Unaware Target:	11
Aware Target:	11 + Target's Coordination
Target Taking Evasive Action:	11 + (Target's Coordination x2)

Wounds

Armor *Respirator, Custom Leather Combat Corset*

Weapons

Weapon	Skill Rating	Damage	Range	Ammo	Cost	Ammo Cost	Features
Exculpus	2d10+2	+2	---	---	---	---	None

Assets, Possessions & Equipment

Wealth 4 Savings: 8L

Notes

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