

Character name: _____ Player: _____
 Race: _____ Rank: _____ Experience: _____ Current Career: _____

Characteristics **Basic Skills**

Intelligence	First Aid	Advanced Skill	Char	Train	Special Abilities
12	Folklore				
11	Intuition				
10	Nature Lore				
9	Observation				
8	Charm	Skill		Spec	Specialisation
7	Guile				
6	Leadership				
5	Discipline				
4					
3					
2					
1					
0					

Wounds **Seak**

Strength	Athletics	Weapon	Spec	DR	CR	Quality
12	Intimidate					
11	Weapon Skill					
10						
9	Ballistic Skill					
8	Coordination					
7	Ride					
6	Skulduggery					
5	Stealth					
4	Resilience					
3						
2						
1						
0						

Corruption

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Basic Actions

Offensive Actions

Melee Strike 0
 Weapon Skill (ST) vs Target Defense
 *Melee weapon equipped & engaged with target
 * Normal damage
 * * * +2 damage
 * * * Perform manoeuvre for free
 * * * Target may disengage from you for free

Ranged shot 0
 Ballistic Skill (AG) vs Target Defense
 Ranged weapon equipped & not engaged
 * Normal damage
 * * * +2 damage
 * * * Perform manoeuvre for free
 * * * One unengaged opponent (close range) may engage you

Perform a stunt 0
 Varies according to stunt attempted
 * Perform as intended
 * * * Perform very well + free manoeuvre
 * * Recover 1 fatigue/stress (depending on stunt)
 * * * Suffer 1 fatigue/stress (depending on stunt)

Defensive Actions

Assess the situation 0
 Intuition (INT)
 Special: Add ♦ if engaged.
 * Recover 1 fatigue and 1 stress. Gain 1 defense until the end of your next turn.
 * * Remove 1 recharge token from a card
 * * * Add 1 recharge token to a card

Reactions

Block 2
 Toughness 3+ & shield equipped
 After you are declared the target of melee/ranged, add ■ to the action's dice pool.
 If Resilience is trained, add another ■

Parry 2
 Strength 3+ & weapon equipped
 After you are declared the target of melee/ranged, add ■ to the action's dice pool.
 If Weapon Skill is trained, add another ■

Dodge 2
 Agility 3+ & not encumbered
 After you are declared the target of melee/ranged/spell/blessing, add ■ to the action's dice pool.
 If Coordination is trained, add another ■

Guarded position 0
 Discipline (WP)
 * Until the start of your next turn, you and allies in same engagement gain 1 defense.
 * * * Same but 2 defense instead.
 * * * One engaged ally may remove 1 recharge token from any of his recharging cards.
 * * * Suffer 1 stress.

Talents

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