Name	Template		
Agility (Agi) Perception (Str)  Strength (Str)	Coordination (Crd)	Toughness (Tgh)	Power (Pwr)
CP CP CI		CP	CP
Defense Modifier	Coordination Modifier	Stamina (½ Tgh)	disarmed (-½ Pwr,
cover (+2) defending (+5)	darkness (-2) grabbed (-5)	Rest Dice (1/6 Tgh) already healed	cannot use equipment)  weapon borrowed
exposed (-5)	injured (-5) when HP < Stamina	dying (0 Hit Points)	weapon borrowed
rushed (-2)	intimidated (-5)		1
stunned (-5)	weightless (-2, cannot be prone)	Hit Points (HP)	
prone (-2 vs melee, +2 vs ranged)	distracted (-2 vs other targets)		
Basic Actions: strike (melee vs Agi) distract (melee vs Per; target: distracted 1 turn grab (melee vs Str; -½ Pwr; hit: grabbed 1 turn evade (action; you: defending, evading 1 turn escape (action; while evading, not grabbed; y rearm (action; you: not disarmed) borrow (1 use; action; unresisting target: disar release (action; while target grabbed permane coup de grace (melee vs Str; while target dyir	rn) ou: leave encounter) rmed 1 turn; you: use target's attack alently; Crd vs DC 10; success: not grab	bility) bed)	
Abilities:			used CP
Notes	Fo	<b>cus</b> (number of expertise an	d persona abilities)
		Character Points (CP)	Action Points (AP)
			(11)
		P Budget   CP Value	