

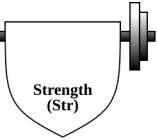


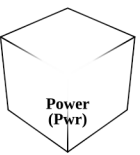


Name _____

Template _____

					
____ Pts	____ Pts	____ Pts	____ Pts	____ Pts	____ Pts

Defense Modifier _____

- cover (+2)
- defending (+5)
- exposed (-5)
- rushed (-2)
- stunned (-5)
- prone (-2 vs melee, +2 vs ranged)

Coordination Modifier _____

- darkness (-2)
- grabbed (-5)
- injured (-5) when HP < Stamina
- intimidated (-5)
- weightless (-2, cannot be prone)
- distracted (-2 vs other targets)

Stamina (1/2 Tgh) _____

- disarmed (-1/2 Pwr, cannot use equipment)
- Rest Dice (1/6 Tgh) _____
- already healed
- dying (0 Hit Points)

- disarmed (-1/2 Pwr, cannot use equipment)
- weapon borrowed

Hit Points (HP)

Basic Actions:

- strike (melee vs Agi)
- distract (melee vs Per; target: distracted 1 turn, +2 to hit you)
- grab (melee vs Str; -1/2 Pwr; hit: grabbed 1 turn)
- evade (action; you: defending, evading 1 turn)
- escape (action; while evading, not grabbed; you: leave encounter)
- rearm (action; you: not disarmed)
- borrow (1 use; action; unresisting target: disarmed 1 turn; you: use target's attack ability)
- release (action; while target grabbed permanently; Crd vs DC 10; success: not grabbed)
- coup de grace (melee vs Str; while target dying; hit: dead)

Abilities:

used Pts

Notes _____

Focus (number of expertise and persona abilities) _____

Character Points (Pts)		Action Points (AP)
Budget	Value	