

NAME.	A .			CEDT.		EACTION.	
		LIAS:		CEPT:		FACTION:	
<b>AWARENESS:</b>		<b>PRESENCE:</b>	<u> </u>	Gunplay:		Research:	[ ]
Empathy: Animal Sense	[ ]	<b>BEAUTY:</b>	<u> </u>	Heavy	0000	Disappear	0000
Animal Sense	0000	Current B	eauty: [	Pistol	0000	Investigation Library Use	0000
Detect Lies	0000	Bonus to Pre		Rifle	0000		0000
Emotion	0000	Charisma:		Shotgun	0000	Net	0000
Threat	0000	Charm	0000	Submachine	0000	Social Sciences:	
Sensory:	[ ]	Charm Intimidation	0000	Perform Inst:		Advertising	0000
Concealment	0000	Seduction	0000	Play	0000	Culture Economics	0000
Direction	0000	Performance:		Play	0000	Law	0000
Notice	0000	Acting	0000	Pilot: Air Combat Commercial	[ ]	Philosophy	0000
	[ ]	Animal Command	0000	Air Combat	0000	Psychology	0000
Ability	0000	Leadership	0000			Sociology	0000
Mystic	0000	Oration	0000	Helicopter	0000	Teaching	0000
<b>BODY:</b>		Singing	0000	Plane	0000	Strategy:	[ ]
Endurance:	[ ]	Stage Presence	0000	<b>REASONING:</b>		Conspiracy	0000
Fatigue	0000	QUICKNESS	S:	Computer:	[]	Games	0000
Fatigue Tolerance	0000	Armed:	<u>,,                                   </u>	Hacking	0000	Military	0000
Toughness	0000	Chain	0000	Programming	0000	Politics	0000
Power:	[ ]	Club	0000	Use	0000		
Lift	0000	Knife	0000	Finance: Appraisal	[ ]	Survival:	[ ]
Strength Feats	0000	Shield	0000	Appraisal	0000	Camouflage	0000
<b>CONTROL:</b>		Staff/Spear	0000	Investment	0000	Desert	0000
Persuasion:	— <sub>г 1</sub>	Sword	0000	Stock Market	0000	Temperate	0000
Debate	0000	Whip	0000	History:	[ ]	Tropical	0000
Decention	0000	Athletics:	[ ]	Ancient	0000		[ ]
Deception Etiquette	0000	Acrobatics	0000	Archeology	0000	Tech: Carpentry	0000
Fast Talk	0000	Archery	0000	Modern	0000	Communications Sys	
Interrogation	0000	Climbing	0000			Design	0000
Street:	[ ]	Dance	0000	Language:	0000	Design Electronics	0000
Blend	0000	Dodge	0000	Fluent	0000	Explosives	0000
Locate	0000	Move	0000	Linguistics	0000	Fire Control	0000
Streetwise	0000	Parachuting	0000	Mathematics:	[ ]	Forgery	0000
		Riding	0000	Accounting	0000	Lock Picking	0000
CREATIVITY:	<del>_</del> , ,	Sneak	0000	Accounting Applied Theoretical	0000	Mechanics	0000
Appearance:	[ ]		0000	Theoretical	0000	Operate Machine	0000
Disguise	0000	Swimming	0000	Medicine:	[ ]	Security Systems	0000
Grooming	0000	Unarmed:	[ ]	Brewing	0000	WILL:	
Style Art: Computer Graphics	0000	Block	0000	Cooking	0000	Resistance:	[ ]
Art:	[ ]	Grapple	0000	Diagnose	0000	Coercion	0000
Computer Grapmes	0000	Strike	0000	First Aid	0000	Stress	0000
Crafts	0000	REACTION	•	Herbalism	0000	Strength:	[ ]
Draw Metalwork	0000	Boatmanship:	[]	Medtech	0000	Concentration	0000
Paint	0000	Captain Captain	0000	Pharmacy	0000	Courage	0000
Photography	0000	Hovercraft	0000	Surgery	0000	Lucid Dreaming	0000
Sculpt	0000	Powercraft	0000	Torture	0000	_	
Tattoo	0000	Sail	0000	Physical Science:		<u>Extras</u>	
Video Editing	0000	Coordination:	[ ]	Agriculture	0000		
Enigmas:	[ ]	Bartending	0000	Astrophysics	0000		
Riddles	0000	Pick Pocket	0000	Biology	0000		
Puzzles	0000	Sleight of Hand	0000	Chemistry	0000		
Music:	[ ]	Video Games	0000	Environmental	0000		
Appreciation	0000	Drive:	[ ]	Geology	0000		
Composition	0000	Auto	0000	Physics	0000		
Occult:	[ ]	Heavy Equipment	0000				
Lore	0000	High Performance	0000				
Religion	0000	Motorcycle	0000				
Ritual Magic	0000	Oversized	0000				
Writing:	[ ]	WOUND L			TOTA	L HEALTH	
Fiction	0000	Light W: [ ]	Stun 8 KO 5	000000000	-2 PE		
Journalism	0000	Moderate W: [ ]	Stun 12 KO		-4 PE		
Poetry	0000	Severe W: [ ]	Stun 18 KO		-6 PEI		2 PEN
Rhetoric	0000	Critical W: [ ]	Stun 22 KO		-10 PE		4 PEN
Technical	0000	Mortal W: [ ]	Stun 25 KO		-15 PE		6 PEN

Physical Description  Equipment and Gear	DP Spending Costs  Attributes: Current level x 6 DP.  Talents: Current level x 5, minimum 4 DP.  Skill Dots: Level ● 4 DP, Level ● 6 DP,  Level ● ● 10 DP, Level ● ● ● 12 DP.  Rituals: Ritual level in DP.  Special Ability Skill Dots: Level ● 5 DP,  Level ● ● 8 DP, Level ● ● ● 14 DP,  Level ● ● ● 16 DP.  Special Abilities: Required Focus level x 2 DI  Focus: Current Focus x 3 DP.
	Development Points Expended  Improving Area Time
Focus Regeneration Passive 1 point, Active 2 points, Drainflaterests:	matic 3 to 5 points, Vales and Dreamtimes double listed value
	cus Regen Talisman's Skill
Falismans     Con Dif     Focus Cost     Focus Pool     Focus Pool       Effect:	[]+0000 vs

Focus Regenera Interests:		-	_	•	ts, Vales and Dreamtimes double listed values
Talismans  Effect:	Con Dif	Focus Cost	Focus Pool	Focus Regen	<u>Talisman's Skill</u> [ ] + OOOO vs
Effect:					[ ] + OOOO vs
Effect:					[ ] + OOOO vs
Effect:					



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SPECIA													S	PEC	IAL	ABII	LITY	SKI	LLS							
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Mediun	n:	2m	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
Long:		4m	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100
Far:	4	10m	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1km
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Absorb:																										_
														_												_



#### COMPLEX HIT LOCATION ARMOR

**SPECIFIC INJURY** Armor **Body Areas** Protection **OE** RE Specific Injury **Body Area** 

WEAPONS	To Hit Damage	Range A/F/E Cl	ip Recoil	Lag/Reload	COMBAT NO
		1 1			Base Hand to Hand Damage:
		/ /			Damage Absorb : [ ] + OO
		/ /			Passive Block : [ ] Pa
		/ /			Passive Move : [ ] Passive Move
					1 400110 112010 11

## **DTES**

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assive Dodge : [ assive Sword : [ Passive Shield: [ ] Weapon Lag Mod: [

#### SPECIAL MANEUVERS

All Out Attack: +5 to Hit on Attacks, -7 PEN to Passive Defense All Out Defense: Can Active Defense vs. all visible attacks, but cannot Attack that round.

Called Shot: -3 to Hit, Ref intreprets results

Deadly Blow: -5 to Hit, +2 levels of Accuracy if successful, miss

by 1-2 does Nick

Heavy Attack: +3 to Hit on Attacks, -5 PEN to Passive Defense Killing Shot: -7 to Hit, +3 levels of Accuracy if successful, miss by 1-2 does Nick

Leg Sweep: -3 to Hit, does Nick damage, puts opponent On The Ground

Panic Defense: +10 to Initiative check, suffers -5 PEN on defensive Action

Vital Blow: -3 to Hit, +1 level of Accuracy if successful

#### **GRAPPLE MANEUVERS**

Break Grapple: Initiates a vs. Strength Feats check to break a Grip, Hold, or Lock

Escape Grapple: Use Grapple to get out of Hold or Lock Get to Feet: 2 Actions. At first Action, On The Ground PEN halved

Grip: Makes other Grapple Maneuvers +3 to Hit Hold: -3 to Hit, Hold Success is PEN to Defender

Kippup: Acrobatics vs. 12 to get to feet in 1 Action

Limb Break: -5 to Hit, on Moderate Wound or more limb broken

Lock: -3 to Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any Action

Takedown: -3 to Hit, can only do up to Solid Hit Accuracy. Both combatants are On The Ground. Maintains all Grapples.

**Throw**: -3 to Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

#### TIME MODIFIERS FOR ACTIONS

60% More Time +5 to Check (Non-Combat only) Slowly Carefully 40% More Time +3 to Check (Non-Combat only) **Deliberately** 20% More Time +1 to Check (Non-Combat only) Rapidly 20% Less Time -2 PEN 40% Less Time -5 PEN Quickly 60% Less Time -10 PEN Rushed 3 5 6 8 10 11 13 14 16 24 32 48 64 80 Slowly Carefully 5 8 10 11 13 14 21 28 42 56 70 5 6 7 8 10 11 12 18 24 36 48 60 Deliberately 7 4 5 8 9 10 15 20 30 40 50 Normally 6 7 8 12 16 24 32 40 Rapidly 3 4 5 6 Quickly 3 4 4 5 5 6 9 12 18 24 30 2 3 3 4 4 6 Rushed

-7

+25

+20 | +15 | +12 | +11 | +10 | +9 |

-10

**Initiative Check:** 

Phase Lag:

#### **SITUATIONS**

On The Ground: -5 PEN Attack and Defense, -3 PEN to H2H Damage Multiple Attackers: -3 PEN Defense each extra Attack in 10 Phases Using Off Hand: -4 PEN Both Hands: -3 PEN On-Hand, -7 for Off

#### ACCURACY CHART

Hit By	Damag	ge Multiplier
0-2:	X ½	Nick
3-7:	x 1	Minor Hit
8-11:	x 2	Solid Hit
12-15:	x 3	Direct Hit
16-19:	x 4	Major Hit
20+:	x 5	Critical Hit

Aim	To Hit	Requires
1 sec	+2	none
2 sec	+4	none
3 sec	+6	•
4 sec	+8	••
5 sec	+10	•••
6 sec	+12	••••

### AUTOFIRE ACCURACY CHART

Hit By	#Hits	Dama	ge Multiplier
0-2:	1	x 1/2	Nick
3-5:	2	x 1/2	Nick
6-8:	3	x 1	Minor Hit
9-11:	4	x 1	Minor Hit
12-14:	5	x 2	Solid Hit
15-17:	6	x 3	Direct Hit
18-20:	7	x 4	Major Hit
21-23:	8	x 5	Critical Hit
24-26:	9	x 5	Critical Hit
27+:	10	x 5	Critical Hit

Action	Phases
Push Button / Pull Trigger	1
Regain 1 Recoil PEN	1
3 Round "Burst" Attack	3
Rushed Change Targets	4
(-10 PEN to Hit)	
Fast Draw Weapon: Requires	5
Gunplay Skill check vs. 10,	
is effective 2 Recoil PEN	
Quick Change Targets	6
(-5 PEN to Hit)	
Quick Look (-5 PEN to Notice)	6
Rapid Change Targets	8
(-2 PEN to Hit)	
Rapid Look (-2 PEN to Notice)	8
"Standard" One Second Actio	<b>n</b> 10
Reload Detachable Mag: vs. 10	50

To Hit
+5
+3
+0
-3
-5
-10

Cover	<u>To Hit</u>
None	+0
Minor	-3
Major	-5
Total	-7

Target	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5

#### **AREA SPRAY Dif** Area Size

3	Small
5	Man Sized
8	Medium
10	Bay Door
12	Room, Alle

Side Street 15 18 Small House Front

TRUE PHASE INITIATIVE: Reaction + Talent: Skill														
-5	-3	0	3	5	8	10	12	15	18	20	22	25	28	30



# RITUALS PAGE

RITUAL NAME:			, o , vim · St	rength [ ] + Concentration	0000
		Range:	Duration:	Cast Time:	
Components:					
Situation:					
Effect:					
RITUAL NAME:				Cast Time:	
Level: Investment:	Dif:	Range:	Duration:	Cast Time:	
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## EARLY CHILDHOOD

Siblings and Birth C	order:		Family Status:
		Chance Occurances:	
Dramatic Events:			
		Chance Occurances:	
Package (2):		Chance Occurances:	
•			
Dramatic Events:			
Package (1):			
Package (2):		Chance Occurances:	
Major Action: Enemy Strikes Y/N:			
Dramatic Events:		<u>LATE TEENS</u>	
		Chance Occurances:	
Major Action:  Drafted Y/N:  SIN: [ ] Wealth: Enemy Strikes Y/N:	[ ]		
Dramatic Events:		EARLY TWENTIES	
Package (2):		Chance Occurances:	
Life Events: Major Action: Drafted Y/N: Enemy Strikes Y/N:			
Edger/Gifted Conflict Intensity:	Cause of Conflict:	PERSONAL ENEMY  Enemy Resources:	Conflict Nature:
Edger/Gifted Conflict Intensity:	Cause of Conflict:	Enemy Resources:	Conflict Nature:
Edger/Gifted Conflict Intensity:	Cause of Conflict:	Enemy Resources:	Conflict Nature:



## IMPORTANT PERSONS

## **Family**

Who:	Age:	Race:		Persona:
Works in:		Sexual Orientation:_		
Style:	Body Type:			
Quirks: Carries/Wears:	Hat	oit of:	_Obsessed with:	
Parent/Sibling Relationship Type:		Intimacy:	Physica	l Proximity:
Family Trouble Y/N:		Family Tragedy Y/N	[:	
Who:	Age:	Race:		Persona:
Works in:		Sexual Orientation:		
Style:	Body Type:			
Quirks: Carries/Wears:	Hal	oit of:	_Obsessed with:	
Parent/Sibling Relationship Type:		Intimacy:	Physica	l Proximity:
Family Trouble Y/N:		Family Tragedy Y/N	[:	
Who:	Age:	Race:		Persona:
Works in:		Sexual Orientation:_		
Style:	Body Type:			
Quirks: Carries/Wears:				
Parent/Sibling Relationship Type:		Intimacy:	Physica	l Proximity:
Family Trouble Y/N:		Family Tragedy Y/N	[:	
		<u>Friendship</u>		
Who:	Age:	Race:		Persona:
Works in:				
Style:	Body Type:			
Quirks: Carries/Wears:	Hal	oit of:	Obsessed with:	
Frienship Type:	Frie	endshin Trouble Y/N:		Friendshin Tragedy V/N:
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Romance Type:				
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