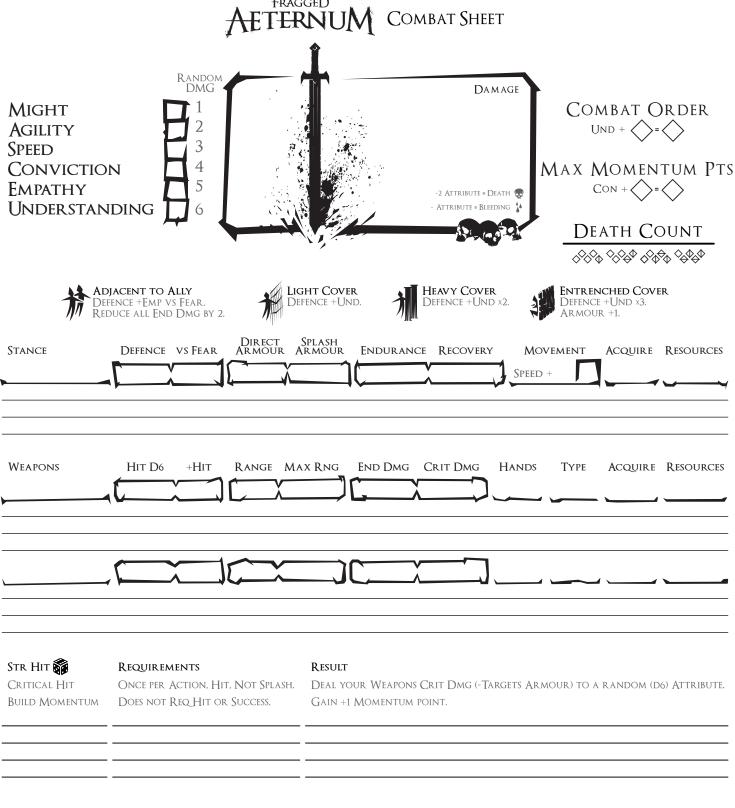


C	Character Name _				LEVEL (+1 PER 3	SESSIO.	NS)	<u>^</u>	TRAITS	
Nature		Do you think your soul is going up? Yes / No /								
TES	Might Agility	(0-5) TOTAL (18)		TRAITS	♦ STARTI GAINED SPARE TIME SPENT SPARE TIME P	Points		♦ COMPLICATION ♦ COMPLICATION		
ATTR	Speed Conviction Empathy Understani				MAX UNSPENT STP = 10 GAIN 2 STPS EACH SESSION GAINED KNOWLEDGE SPENT KNOWLEDGE		SPARE TIM	E ROLLS HEALIN	NG STUDY	
STITES	E WEALTH (UND) PERSUASION (EMP) LEADERSHIP (CON)	Untrained / Trained / Total / Trained / Total	rtitorit	TRAITS	PERKS (+1 PER 2 LEVI		COMPLI CORRUPTION	CATIONS (+1 P	ER 3 LEVELS)	
EVERYDAY	INSIGHT (EMP) AWARENESS (UND) RESOLVE (CON/EMP) PHYSICAL (MIG/AGI/SPE) STEALTH (AGI/SPE)	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$					CONDIT MADNESS	TIONS	◆◇◇◆ ◆◇◇ ◆	
CITY SKILLS	NATURE (UND) UNDERWORLD (UND IMPOVERISHED (EMP COMMONERS (CON) HIGH SOCIETY (UNE PRODUCTION (UND) INFERNAL (EMP) CELESTIAL (CON)	-2/+1 + = -2/+1 + = -2/+12/		TRAITS	LANGUAGES (COST 2 STRIGHAM MORHOLM KENWICK		CULTUR	es (Cost 2 Kn	N)	
SKILLS	= Melee	1 +		TRAITS	EQUIPMENT SLOTS 1 2	0 SLO	t Items			
COMBAT SKILLS	Range	1 + =			4 5	5 6				
-	Study	TUDY FORBIDDEN \$\infty\$ \$\in			FORBIDDEN					
	FORT REQUIREMENTS DOES NOT REQ.HIT OR SUCCESS			RESULT YOU MAY RE-ROLL A SINGLE DIE FROM THIS SKILL ROLL.						



Combat Actions, 2 per Turn

Rush MOVE.

MOVE.

SPEED: +2.

KILL AN ADJACENT HENCHMEN BODY.

MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.

THINK Move, Recover.

Make a Skill Roll. RECOVERY: +MIGHT -2.

DODGE

GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS. MOMENTUM 1: +1 COVER STEP.

GET READY Move, Recover.

+1 MOMENTUM.

HIT: +AGILITY.

SPEED: -2.

ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.

Strike

Move, Attack.

END DMG: +MIGHT.

Unleash ATTACK.

MOMENTUM 1: ALTER CRIT LOCATION BY +/-1. HIT: + AGILITY END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG. Immune to Fear, and Bleeding. YOU MAY FLY AND ARE INCORPOREAL. EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES. FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

HEALING (1 Free Roll per Balanced Combat)

REVIVE: HEAL 1, 2 IF MID-COMBAT.

12т Heals all Allies within a 'Emp x2' splash area.

PURIFY: HEAL EMP x2. 14т Only Heals yourself.

REBIRTH: HEAL THEIR EMP x1. 1**4**T Brings a Tethered back to life. MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.