HOW TO USE THESE SHEETS

These sheets are designed to be used with the Foe Generator tables. Each one is a half-sheet sized character sheet for one of the archetypes listed in the Appendix. Set your PDF viewer to print multiple pages, and select the pages you need printed. Easy as that!

						SOI	LDIE	R					A Cha De	ТТRII × Min	BUITE d Spirit		MOVI
	4		Name					Pos	ssibilit	ies3							Rur
		11%	Race Hun	man	Cos	sm Core Eart	:h		Affiliati	ion			8 (8	8	8	8	8 24
			Personalit	V						rive				100		The late of	
		DADAA	FIG. 81 Control of the Control of th		िरासर	NICEC	200	200	C 2 0 000				VIG 0- AF				
	OUG	DAMA hness Sho	GE ck Wound	de De		NCES ee Unarmed	YAZ	ne jaks					NS & AT		5	是在自己的	
	uug	Armor	CK VVOUIR	1	uge iviel	e unarmed	Unarme			Skill Unarmed	Dama Str	age	Range	Notes			
	I_1	2 (10)	3	-24	Y	Y	Glock 9r			ire Combat	311	13	10/25/40				
							Combat		r	Melee	Str+1	13	10/23/40				
!	ı≨	用"沙山 鱼"	SKILL	S		7752	ARM			Wielee	0111		OTH		EAD		10 Aug 10
Ň	I a	Combat	Attribute		Value		ORDER BOX SEASON OF	STATE OF LABOUR					professional designation of the second	HER G	EAR		The state of the s
4	Tab	Dodge	Dex	+2		Source			Adds	Item		A	xiom Notes				
ere.	ō	Fire Combat	Dex	+ 3		Kevlar Ve	st	T 23	+4								
المعادة	o	Melee Weapon	Dex	+3					Table .								
ψ	I 🛊	Unarmed	Dex	+2					III)		- GINI	COL		ne die e			A THE WATER
4	Įģ.	Interaction	Attribute	Adds	Value	A STATE OF THE PARTY OF THE PAR			P	EKKS &	SPE		AL ABIL			100	
No.		Intimidate	Spirit	+3		Perk		ffect									
<u>'</u>		Maneuver	Dex			Double-Ta				combat when	,			***		. =	
	اج	Taunt	Cha			Bolster	Sr	end a P	ossibili	ity to counter	any Di	sadva	ntage affecting	allies on t	the curren	t Drama ca	ard
ψ		Trick	Mind			-											
		Other	Attribute	Adds	Value	-											
ώ	Tac	Reality	Spirit	+ 1		-											
ㅈ	<u>ē</u>	Find	Mind	+ 1													
증	200	First Aid	Mind	+1		1000											
1		Land Vehicles Persuasion	Dex Cha	+1+2		2000											
-		Stealth	Dex	1		14 M											
	-35	Cearer	Dex			183											
Page 1	100					ē.											

		COVERT OPER	RATIVE		Cha	AT1	The sales of the sales	UTES Spirit	
XIXI	Name		Possibilities 3				~		
XIX	Race Human	Cosm Core Earth	Affiliation	3	9	8	(9)	(7)	7
	Personality		Drive				and the		4
DAMA	GE	DEFENCES		WEAPOI	NS &	ATT/	ACKS		
Toughness Sho	ck Wounds	Dodge Melee Useweed W.	C1-:11	D	D	. NT.			

ä		A PARTY OF THE PAR	VEAL		IA X CV	TACKS
P	Weapon	Skill	Dama	ige	Range	Notes
	Unarmed	Unarmed	Str			
100	Walther PPK	Fire Combat		12	10/25/40	Small
7	·					

MOVE

	SKILL	5	
Combat	Attribute	Adds	Value
Dodge	Dex	+3	
Fire Combat	Dex	+2	
Unarmed	Dex	+ 1	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Other Reality	Attribute Spirit	Adds +2	Value
6			Value
Reality	Spirit	+2	Value
Reality Computers	Spirit Mind	+2+1	Value
Reality Computers Ev. Analysis	Spirit Mind Mind	+2 +1 +2	Value
Reality Computers Ev. Analysis Find	Spirit Mind Mind Mind	+2 +1 +2 +3 +2 +2	Value
Reality Computers Ev. Analysis Find Land Vehicles	Spirit Mind Mind Mind Dex	+2 +1 +2 +3 +2 +2 +2	Value
Reality Computers Ev. Analysis Find Land Vehicles Lockpicking	Spirit Mind Mind Mind Dex Dex	+2 +1 +2 +3 +2 +2	Value
Reality Computers Ev. Analysis Find Land Vehicles Lockpicking Persuasion	Spirit Mind Mind Mind Dex Dex Cha	+2 +1 +2 +3 +2 +2 +2	Value

ğ	AR						OTHER GEAR
	Source	Axiom	Adds	5	Item	Axiom	Notes
	IriMesh clothes	T 24	+2		Lockpicks	T 23	Lockpicking is Favored
2000					•		
	The state of the s	100 Miles					

DEDICE OF CDECIAL ARILITIES

	PERILD & SPECIAL ABILLITIES
Perk	Effect
Indomitable	Active Defences are Favored
Linguist	Speak any language enough to get by
Negation	Spend a Possibility to negate a foe's Possibility on an attribute or skill test.
Gloater	When taunt or intimidation are Approved, affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.
ž.	

					. T	MASTE	IR 1		F				Cha		RIBUTI Mind Spir		ī	10VE
			Name					Pos	ssibilitie	es 3			Gila		mild Spir			Run
		ZIX.	RaceHun	man	Cos	sm Core Earth		<u> </u>	\ffiliatic			-	7	10	9 7	7		10 30
			Personalit	у					Driv	/e					4.			
		DAMA	GE.		DEFE	NCES	1	0			WEAT	POI	NS &	ልኅተ <u>ተ</u> ል <i>ለ</i>	SM2			
T	ougl	nness Sho	ck Wound	ds Doo		ee Unarmed	Weap	on	200	Skill	Dama		Range					
	6	Armor	10	1	1		Unarn	ned	Ţ	Jnarmed	Str							
	7	$\mathcal{L}^{(2)}$			人		Baton			Melee	Str+2			Small	(collapsab	le)		
	ī≶.	用型。 图如	SKIILI	S		1900	V IDE	4OD						HILLIAN.	GEAD			Land Mary
ψ		Combat	Attribute		Value	Source	AIKI	AXiom	A 11-				Mary Street, Square Street,	CALLED BY	GEAR		1988	Miller
4	lder	Dodge	Dex	+ 3		IriMesh boo	dvsnit		+2	Item Lockpi	ake	F	Axiom No	kpicking is	Favored			
	0	Melee Weapon	Dex	+ 1		inivicon boo	aysan	121	12	Lockpi	LKS		1 25 Loci	cpicking 13	Tavorca			
ψ	4S		Dex			V. 3-1-1-1												
			Dex		** 1				PI	RKS 8	z SPI	ECI	AL AB		S			
4	ď	Interaction Intimidate	Attribute Spirit	Adds	Value	Perk		Effect										
4		Maneuver	Dex	+3		Indomitable	-			re Favored								
خ	1	Taunt	Cha	+2		Insidious		On a succe characters'			ction, di	scard	a random I	Destiny car	d from each	n of the a	ffected p	olayer
ψ	uno	Trick	Mind	+5		200		characters	1 ICTION	1 0015.								
_	State of Street	Other	Attribute		Value	6												
ώ	호	Reality	Spirit	+2		7												

Mind

Mind

Mind

Dex

Cha

Mind

Dex

Cha

Computers

Find

Ev. Analysis

Land Vehicles

Persuasion

Streetwise

Scholar

Stealth

+1

+3

+5

+2

+1+5

	Name Race Humar
	Personality
DAMA Toughness Sho	GE ck Wounds

POWER PLAYER

ATTRIBUTES

MOVE

Possibilities 3 Cosm Core Earth Affiliation Drive

Cha







DEFENCES

WEAPONS & ATTACKS

	Armor	dia Carrie
6	0	9

age N	/lelee	Unarı	ned
			1
)
			13

ed	Weapon	Skill	Dama	ige	Range	Notes
V j	Unarmed	Unarmed	Str			
1	Hold-out Pistol	Fire Combat		12	10/25/40	Small
4						

SKILLS

ARMOR

ന്	THE	ED.	GE/	MA
	шш		بحاك	ALAX.

Combat	Attribute	Adds	v arue	S C
Dodge	Dex	+ 1		
Fire Combat	Dex	+1		100
	Dex			
	Dex			200

100	Source	Axiom	Adds
X o un			
200			

Item	Axiom	Notes
Cell phone	T 23	
Laptop computer	T 23	

lue
lue

PERKS & SPECIAL ABILITIES

Perk	Effect
Linguist	Speak any language enough to get by
Wealthy	+2 to acquisition tests.
Insidious	On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.
J	
Š	

	1				MA	GICAL D	ABI	BLER				Cha D	ATTRI	BUTES	MOVI			
	A		Name				F	Possibilitie:	s 3		10 to				Rur			
		(1)	RaceHun	nan	Cosi	mCore Earth		Affiliation			200	6) 7	7 X 10	0 10 7	7 21			
			Personalit	V	_	· · ·		Drive		-								
		The second second second	READ CONTRACTOR		िजिना	Mara	311		STANCE TO SE									
		DAMA			DEFE							NS & AT		KS	ME STATE			
	ough	nness Sho	ck Wound	ds Do	dge Mele	e Unarmed Weap			Skill	Dama	ige	Range	Notes					
	7	Alrinor 1	7			Unarr			narmed	Str	1.0							
	Ľ					Hold-	out Pist	ol Fire	Combat		12	10/25/40	Small					
	\leq	AND DESCRIPTION OF	SKILL	e ·		The same of the sa		Market Land	- 10 m	10000		K. W. Harrison, Dr. San			LEIBER LUTA			
ψ		Combat	Attribute		Value	ARI	MOR			35			HER C	GEAR				
Ţ	큯		Dex	+1	varue	Source	Axiom	Adds	Item		Α	xiom Notes						
4	ole	Dodge Fire Combat	Dex	+1					Magica	ıl Supplie	es	M10 Spell o	omponei	nts and grimoire				
		Fire Combat		+1														
ψ	gg		Dex												10.00			
	Jie.		Dex				منسو	PE	RKS 8	文 SPE	CI	AL ABII	ITTES					
4	TOTAL PA	Interaction	Attribute		Value	Perk	Effect											
		Intimidate	Spirit	+2		Realm Runner	Ignore f	irst disconi	nection; ig	nore 4 po	ints o	of reconnection	n penaltie	s.				
<u>'</u>		Maneuver	Dex															
-	No	Taunt	Cha	+2		80												
ψ	oun	Trick	Mind	+2														
		Other	Attribute		Value													
ώ	ack	Reality	Spirit	+3		Same 15				SP	EL	LS	2010					
A	(er	Alteration Apportation	Mind Spirit	+3		Spell	Axiom	Skill(DN)	Range					Good	Outst.			
		Conjuration	Spirit	+2		Detect Magic	6	Div (10)	25m	Conc.	Sens	se spells & typ	e	50m, sense caster	Dispel is Favored			
		Divination	Mind	+3		Dispel Magic	9	Alt (will)	25m	Instant	_	noves 1 spell e		2 effects	All effects			
		Find	Mind	+ 3		Scrambler	9	Alt (10)	50m rad	10 min	Scra	mbles surveil	lance	100m radius	Erases pres; 1 hr			
		Persuasion	Cha	+1		Scry	8	Div (will)	500 km	Conc.	See	target & 5m ra	nd.	25m radius	Target unaware			
		Streetwise	Cha	+2														
		Willpower	Spirit	+2														

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1					1	WILD	TA	LEN	.			THE WASHINGTON	STREET, SQUARE, SQUARE,	BUTES		MOVE			
	1	XIX	Name					Po	ssibilities	4		10000		EX IVIII			Rur		
1111		X1%	RaceHun	nan	Cos	sm Core Ea	rth		Affiliation			200	9	7 🔣 9	10	7	7 21		
			Personalit	У					Drive		200								
		DAMA	CE	45 2.3	णिडाडाड	NCES		13		TV	WE AT		ALC OF WA	TEL V CI	ve		191		
Т	oual		Ck Wound	ls Do		ee Unarmed	Wear	2011	Ç	Skill	VE A F		NS & ATTACKS Range Notes						
		Armor		A CONTRACTOR			Unari			armed	Str		runge	rvotes					
	7	$^{\prime}$) \bigcirc (10	3		X	\mathbf{X}	Hold-	out Pistol	Fire	Combat		12	10/25/40	Small					
			GUATU II																
ს			SKILL				AR	MOR			. r		TO	HER G	EAR				
narca	ler:	Combat	Attribute		Value	Source		Axiom	Adds 2	Item		A	xiom Note	CONTRACT PROPERTY					
4	able	Dodge	Dex	+1															
		Fire Combat	Dex	+1					de										
ს	St		Dex						PER	NKS &	7 SPE		AL ABII	LITTIES			B44		
-	3.		Dex			Perk		Effect											
4	ed	Interaction	Attribute		Value	Adaptati	on		olations of	personal	axioms v	vhen	determining	disconnect	ion tests.				
		Intimidate	Spirit	+3		9915		U					0						
<u>'</u> _		Maneuver	Dex			į.													
and the same	80	Taunt	Cha			200													
ს	unc	Trick	Mind	+3		355													
	크	Other	Attribute		Value	4													
ນ	ack	Reality Ev. Analysis	Spirit Mind	+3						PSI		<u>CP</u>	OWERS	建建设					
Š	(er	Ev. Analysis Find	Mind	+ 2		Power		Axiom	Skill(DN)	Range	Duratio	n Eff	ect		Good	О	utst.		
940		Persuasion	Cha	+1															
No. of Lot		Science	Mind	+2		Š													
7		Stealth	Dex	+2															
		Willpower	Spirit	+3		9700													
1		(Psionics)		+5															
Call I	all in																		

1				1		WA	RRIO					Cha	AT Dex	TRIBU	TES Spirit	Str	MOVE
			Name Race		Cos	sm		Possibil Affilia			-1	6	8	7	8	9	Run 8 24
'	1		Personalit	у) I I <u> </u>		_)rive			U					
		DAMA	GE	100		NCES		1	TE 258	WEA	PO	NS &	ATT	ACKS			
T	ougl	nness Sho	ck Wound	ds Doo	dge Mele	e Unarmed			Skill	Dam		Rang		otes			
	1	Armor	7				Longswor		Melee	Str+3							
	L	1)(2)(0			人		Short Bow		Missile		11	10/25/4	40				
	!		SKILL	C	A COL	100	A FOR CO	-	A COLUMN TO A COLU	77.46				TO CET 10	D. 200		
ψ	ulne	Combat	Attribute		Value		ARMC				100			R GEA	IR		
4	rable	Dodge	Dex	+1		Source	Axio		-100		A	Axiom No	otes				
_	ō	Melee Weapon	Dex	+4		Chain ma	il T	10 +2	-								
ψ	Ŋ	Missile Weapon	Dex	+2			-	1000									
10	Stym	Unarmed	Dex	+1				-	PERKS	OT CD	ECI	AT AT	ד'ו וויס	TIEC	90 B S	1	
4		Interaction	Attribute	Adds	Value	p 1	Effe		CKND	α 3P	EUL	AL AI	DIIPIT	IES	EE.	The same	
		Intimidate	Spirit	+2		Perk Whirlwin			of Multi-Ta	ractina n	omaltic	20					
占		Maneuver	Dex	+2		wniriwin	ia igno	re 2 points	or mun-1a	rgeting p	enaitie	es.					
_	8	Taunt	Cha	+1													
ψ	unc	Trick	Mind														
_	4	Other	Attribute		Value												
ώ	Tracker	Reality	Spirit	+1													
증	(er	Beast Riding Find	Dex Mind	+1+1													
U		Survival	Mind	+1													
		Tracking	Mind	+1													
		V															
						8											
									THE RESERVE AND ADDRESS OF THE PERSON NAMED IN	The same of		-	100			The same of the sa	

		as .	1		WARI	LEADE	R				Cha	AT Dex	ΓRIBU Mind	ITES Spirit	Str	MOVE
		Name					Possibilit	ies3			0					Run
		Race		Cos	sm		Affiliat	ion			9	8	8	9	8	8 24
1		Personalit	V				Dr	rive								
				DEFE	NICEC	MONTH A	1	W 053	WATER A.		NIC O- I					
To	DAMA Ighness Sho	GE ck Wound	do Do		e Unarmed	TAT	22.65				NS & /			100 %	State .	1000
TUL	Armor	CK VVUUIL	15 DU	uge iviele	e Unarmed	_		Skill	Dama	age	Range	No	otes			
	10 0 9	3			\mathbf{Y}	Longsword Short Bow		Melee Missile	Str+3	11	10/25/40					
						Short bow		Missile		11	10/25/40	<u>'</u>				
- S		SKILL	S			ADMOI	-	(PS)	17.50		- 05		D CE	I D		
ψ	Combat	Attribute		Value		ARMOI				100			R GE/	\K		
4		Dex	+1	·	Source	Axion	_	Item		P	Axiom Not	es				
+3	Melee Weapon	Dex	+2		Chain mai	il T 10	+2									
			+2													
ψ	Unarmed	Dex	+1		1000									100		
4	Interaction	Attribute		Value	-		P	ERKS 8	st SPI	ECL	AL AB		IES			
44	Intimidate	Spirit	+1	v arue	Perk	Effect										
7	Maneuver	Dex	+2		Rally			, ,			all allied ch					voice.
ے د	Taunt	Cha	+2		Minions	May tr	ansfer any	y hit to a lac	key with	in a fe	ew meters if	they su	acceed at a	reality t	est.	
. 6	Total.	Mind	+2													
ψ	Othor	Attribute		Value	1											
ယ်	Reality	Spirit	+1	varue												
	Beast Riding	Dex	+1													
증 🖺	Find	Mind	+3		1											
	Persuasion	Cha	+3													
	1															

/			AS.	8		ASSA	SSIN					Cha	A ²		BUT nd Sp		Str	MOVE
			Name				Possibilities 3											Run
			Race		Cos	sm	6	10	8	3 X 7	7	8	10 30					
-		\$ /	Personality	y			Drive											
		DAMA	CE		DEFE	NCES	THE WAY	- The St.	250	MEAT		NS &	A 171	FAC	VC			
To	ughn	DAMA ess Shoo	Ck Wound	s Doo		e Unarmed W	eanon	SI	kill	N E A I		Rang		Notes	// 2	08/20	200	
		Armor					ggers	_	/Missile		age .	10/20/	,	Totes				
	9	\bigcirc 7	3		X		mp. Longbov		ssile		13	20/40/						
ψ	Vulne		SKILL			A	RMOR						DTH	ER C	GEAR			
	er C		Attribute		Value	Source		Adds	Item		F	Axiom N						
4		Oodge	Dex	+ 3		Leather Jerkir		+1										
	M	1elee Weapon	Dex	+3														
ψ	9 –	1issile Weapon	Dex	+ 3			-											
		Inarmed	Dex	+ 1				PER	RKS 8	x SP	ECI	AL A	BILI	TIES				
4			Attribute	Adds	Value	Perk	Effect											
		ntimidate	Spirit			Shadow Step	Stealth is F	avored. +2	2 damage	e vs. a Fl	at-Foo	oted foe						
占	_	Ianeuver	Dex	+3		Sniper	+1 BD whe											
=	0 -	aunt	Cha	_		•												
ψ		rick	Mind	+5														
\overline{A}			Attribute		Value													
ώ	泉	eality ind	Spirit Mind	+2														
증	<u></u>	tealth	Dex	+5														
		tearur	201															
	1																	

(Name Race Personalit	у	Cos		ZARD	Possibilities Affiliation Drive			Cha 5	AT Dex	TRIBU Mind	TTES Spirit	Str 6	MOVE 7 Run 21
Т	ough	DAMA nness Sho Armor	GE ck Wound	ds Do		NCES se Unarmed	Weapon Staff		V Skill Melee	Damage Str+2	ONS & Rang	ge No	ACKS otes vo-Handed	d		
ப் 4	Vulnerable	Combat Dodge Melee Weapon	SKILI Attribute Dex		Value	Source	ARMOR	Adds	Item		Axiom N		R GEA	\R		
ம் 4	Stymied	Interaction	Dex Dex Attribute		Value	Perk	Effect	PEI	RKS 8	z SPEC	CIAL A	BILIT	TES	SF	1	F- 36
ψ -	Wound	Intimidate Maneuver Taunt Trick	Spirit Dex Cha Mind	+2 +2 +3		Resilient	-1 Shock	k from spell	failures/n	nishaps						
ώ 6	d Tracker	Other Reality Alteration Divination	Attribute Spirit Mind Mind	+3 +2 +2	Value	Spell	Axion	n Skill(DN)	Range		ELLS Effect		Goo	od	Oı	utst.
	X	Apportation Conjuration Find Scholar Willpower	Spirit Spirit Mind Mind Spirit	+2 +2 +2 +2 +2												

		Name Race Personalit	y	Cos		IEST Po	ossibilities Affiliation Drive			Cha		TRIBUTES Mind Spirit	Str 7	MOVE 7 Pun 21
Tou	DAMA ghness Sho Armor	GE ock Wound	ds Doo	DEFE	ee Unarmed	Weapon Staff		Skill Melee	WEAP Dama Str+2	PONS &	nge No	ACKS otes vo-Handed		
-2 -4 -2 4	Melee Weapon	SKILL Attribute Dex Dex Dex Attribute Spirit	Adds + 1 + 2	Value Value	Source Elven Chair Perk	Effect	+2 PEI			Axiom	Notes BILIT	R GEAR TES ucceed at a reality	test	
Wound Tracker	Maneuver Taunt Trick Other Reality Faith Find Scholar Willpower	Dex Cha Mind Attribute Spirit Spirit Mind Mind Spirit	+2 Adds +2 +5 +2 +3	Value	Minions		Skill(DN)	7 5.	SP	ELLS	rs ii they si	Good	Ou	tst.

1			Name	1	UND	ERCOVER		ENT				ATTRIB Dex Mind	UTES Spirit S	Str	MOVE
			Race Hu n		0	Culparramana				_	9	8 8	8	7	Run
- \	V.				Cos	m Cyberpapacy	<u> </u>	ffiliation Drive		-					24
un.			Personalit	у	ETO CONT.		*****	Drive							
	-	DAMA			DEFE		100		WEA	POI	A & ZV	TTACK	S		
To	ough		ck Wound	ds Doo	dge Mele	e Unarmed Weapor		Skill	Dam	age	Range	Notes			
	0	Armor	7			Unarme		Unarmed	Str						
	7	2 0	A 2			.38 Revo		Fire Cmbt	0. 0	12	10/25/40	Small			
2-	<		SKILL	c		Riot Stick		Melee	Str+3			Painful, n			20 3
ψ	/ulne	Combat	Attribute		Value	ARM	OR				OT	HER GI	AR		
	era		Dex	+2	varue	Source A	Axiom A	Adds Item		A	xiom Note	s			
4	rable	Dodge Fire Combat	Dex	+2		IriMesh clothing	T 24	+2							
		Melee Weapon	Dex	+1											
ψ	₽\$	vicice veapoir	Dex				- 19								
-	Stymied	Interaction	Attribute	Adds	Value			PERKS 8	z SPI	ECI	AL ABI	LITIES			
4	ed	Intimidate	Spirit			Perk	Effect								
		Maneuver	Dex												
<u> -</u>		Taunt	Cha												
_	∂	Trick	Mind	+3											
ψ	puno,	Other	Attribute	Adds	Value	Į.									
	2 4	Reality	Spirit	+1		Š									
ώ	rac	Computers	Mind	+2		S									
증	ê	Ev. Analysis	Mind	+2											
0		Find	Mind	+2		Cyberware	Effect								
		Lockpicking Persuasion	Dex Cha	+2		Cyber Eye		tracking are Favo	red: Ion	ore 4 1	points of dark	ness penaltic	os.		
		Stealth	Dex	+1		Encrypted Comms		to GodNet witho	. 0		DOLLIE OF GUIL	a.ess periation	.5		
		Streetwise	Cha	+2		Integrated Gear		lockpicks in hand			is Favored				
		ou cetti ise	Crit			integrated Gear	integral.	iockpicks in riditu	э, шекрі	ening.	is ravoicu.				
4	- 35			No.	A STATE OF THE PARTY OF THE PAR										

		Name Race Hun Personalit	nan			Cyberpapacy Affiliation Drive						-Cha D	ATTRIB ex Mind	BUITES Spirit	Str 8	MOV Ru
Tou	DAMA ghness Sho Armor	-		DEFE dge Mele	NCES se Unarmed	Unarme GodLigl	d nt pistol		Skill Jnarmed Energy	Dama Str		NS & A ⁷ Range 50/100/500	Notes Small			
Vulnerable -2 -4	Dodge Energy Weap.	SKILI Attribute Dex Dex		Value	Source Armored			Adds +3	Melee	Str+3	F	OT l	Painful, N	Control of the Control		
Stymied 2 4 -	Interaction Intimidate Maneuver Taunt	Dex Attribute Spirit Dex Cha	Adds + 2 + 1	Value	Perk Vengeful			ou take	a Wound,	next acti	ion ag	AL ABII	der is Up.			
Wound I rac	Trick Other Reality Computers	Mind Attribute Spirit Mind	+2 Adds +2 +2	Value	Insidious				Approved on Pools.	Action,	disca	rd a random E	Destiny card	from each	of the aff	ected player
range (Ev. Analysis Faith Find Willpower	Mind Spirit Mind Spirit	+3 +2 +5 +2		Cyberwa Cyber Eye EyeKill IV Encrypted	es	Ignore 2	points	e Favored; of range p	enalties		s of darkness	penalties			
					LifeLock I		Ignore 2	points	of penaltie	s when t	testing	g for Defeat.		#*****************************		TOTAL MELINIE

	*			1	CYE	BER-INQU	IISI	TOR			Cha	ATTI	RIBUTES Mind Spirit S	tr MOVE
1			Name				Po	ossibilities	3		Cild	DEX IN	viirid apii it	Run
	7		Race Hu n	nan	Cos	:m Cyberpapacy		Affiliation			8	7 T	9 X 11 X 3	7 8 24
_ \	V		Personalit			оргенрарасу		Drive			-			
eun'				у		******	2 7 2 3	טו ועכ						
		DAMA			DEFE					WEAP	ONS &	ATTAC	CKS	
To	ough		ck Wound	ls Do	dge Mele	e Unarmed Weapo	n	:	Skill	Damag	ge Ran	ge Notes	S	
		Armor	7			Unarm	ed	Ur	narmed	Str				
	9	2	3		A	GodLig	tht Lase	r E	nergy		14 50/100	/500 Small		
-			GIVIII I	* E										
ψ	Vulnerable		SKILL			ARN	1OR					OTHER	GEAR	
-	E L	Combat	Attribute		Value	Source A	xiom	Adds	Item		Axiom N			
4	함	Dodge	Dex	+1		Body Plating	T 26	+2	103111			1010		
	O O	Energy Weap.	Dex	+2										
ιγ	S	Unarmed	Dex	+1				DEL	NC 9	- CDF	CLAILA	DILITIE	·c	
10	ĮĮ.		Dex		** 1		744		(1/) 0	(2 PE	CIAL A	BILITIE	.)	2000
4	Stymied	Interaction	Attribute		Value	Perk	Effec							
2450	2.3	Intimidate	Spirit	+3		Gloater	When	taunt/intin	nidation a	approved,	target whol	e party for fre	ee; Affected targets	lose a Destiny card
-		Maneuver	Dex	+1		5								
ذ	5	Taunt Trick	Cha Mind	+3		Ē								
4.	0	Other	Attribute		Value		=44							
ιγο	pu	Reality	Spirit	+2	varue	Cyberware	Effec							
ώ	Tra	Computers	Mind	+2		Encrypted Comm	Conne	ect to GodN	Net witho	ut detection	on			
ω	유	Ev. Analysis	Mind	+1				N N	V C WELL	- V-				
증	ê	Faith	Spirit	+5		The Salar				MIR	ACLES			
V.		Find	Mind	+3		Miracle	Axiom	Faith DN	Range	Duration	ı Effect		Good	Outst.
		First Aid	Mind	+2		Bless	9	10	5m rad	3 rounds	+1 to 1 attri	bute	1 minute dur.	+2 to attribute
9		Persuasion	Cha	+3		Curse	9	Faith	25m	3 rounds	-1 to all tota	als	-2 to totals	-3 to totals
	* **	Willpower	Spirit	+2		Lightning Strike	16	Dodge	100m	Instant	2 r cast; 20	dmg, AP 4	+1 BD	+2 BD
-	*													
	- 💽		200		- 2	S S S S S S			-					

**

		EDEINOS	WARI	RIOI	R			A Cha De	TTRIB	UTES Spirit	
	Name		F	Possibilit	ies 3					Opinio	
	Race Edeinos	Cosm Living Lar	nd	Affiliat	ion			5 9		$\binom{8}{}$	
	Personality			Dr	rive						5
	1AGE	DEFENCES			W	/EAP	ON	S & AT	TACK	S	
Toughness	Shock Wounds				Skill	Dama	age	Range	Notes		
		Dodge Melee Unarmed	Weapon		W					S	から というのは 中

1967		TI-TI-TI-TI	0.0000000000000000000000000000000000000		PACE OF THE PACE OF	THE RESERVE OF THE PARTY OF THE				\sim	13 0 1	1716113
Tou	ghness	Shock	Wour	ıds	Dodge	Melee Unarmed	Weapon	Skill	Dama	age	Range	Notes
	Armo			Ser.		\bigcirc	Bite & Claws	Unarmed	Str+2			
	12/2	8	3				Hrockt-shoot Spear	Melee/Missile	Str+2		10/20/40	
暖.			707									
			CHART									

		SKILL	2	
6	Combat	Attribute	Adds	Value
100	Dodge	Dex	+1	
	Melee Weapon	Dex	+4	
2	Missile Weapon	Dex	+1	
Š	Unarmed	Dex	+4	
	Interaction	Attribute	Adds	Value
	Intimidate	Spirit	+1	
ē	Maneuver	Dex	+1	
Ŷ	Taunt	Cha		
	Trick	Mind		
ď.	Other	Attribute	Adds	Value
	Reality	Spirit	+1	
N	Beast Riding	Dex	+1	
	Faith	Spirit	+1	
S	Find	Mind	+1	
8	Stealth	Dex	+2	
1	Survival	Mind	+2	
3	Tracking	Mind	+2	
E				

AIKIM				S. Richard	OTHER GEAR
Source	Axiom	Adds	Item	Axiom	Notes
Hrockt-root armor	Sp 11	+2			

PERKS & SPECIAL ABILITIES

MOVE

Perk	Effect
Whirlwind	Ignore 2 points of Multi-Targeting penalties
600	
969	

				4	EDI	EINOS	OP	TA	NT		4 9		ATTRII Dex Min	BUTES d Spirit	Str	MOVE
			Name					Pos	ssibilities 3	3				Ориго		Run
3			Race Edei	inos	Cosi	n Living Land	l	_ /	Affiliation			8	9 (6	$\mathbf{X}11\mathbf{X}$	10	9 27
			Personalit	У					Drive							
, A		DAMA	CE	-	DEFE	ICES			55 See	W	/EADC	ONS & A	TTACU	/ c	2	
	ouah		GC ck Wound	ds Doo		Unarmed	Weapon		9	Skill	Damag		Notes			MINE SALES
		Armor		100		THE RESERVE TO A SECOND	Bite & Cla	aws		armed	Str+2	,c runige	110165			
	12	$\frac{2}{2}$ (11)	3		X	X	Hrockt-sh	noot Sp	ear Mele	e/Missile	Str+2	10/20/40				
ψ	Ę.		SKILL				ARMO	OR				OT	HER G	EAR		
	S.Jal.	Combat	Attribute		Value	Source			Adds	Item		Axiom Note	THE R. P. LEWIS CO., LANSING, MICH.			
4	흥	Dodge Melee Weapon	Dex Dex	+1+2		Hrockt-roo	t armor	Sp 11	+2							
1		Missile Weapon	Dex	+1												
ψ	SE SE	Unarmed	Dex	+3					PER	KS &	SPEC	CIAL ABI	LITIES	1	The second	A STATE OF THE STATE OF
		Interaction	Attribute	Adds	Value	Perk	Eff	ect							and a	
4	ı,	Intimidate	Spirit	+1												
		Maneuver	Dex													
ᆣ		Taunt Trick	Cha Mind													
	5	Other	Attribute	Adds	Value											
ψ		Reality	Spirit	+1	varue											
ώ	급	Faith	Spirit	+4			1000		100 100		The state of the	CI CC	-	Marian Co		
_	훉	Find	Mind	+2			-				MIRA					
증	7	Survival	Mind	+3		Spell	A				Duration			Good		utst.
		Tracking	Mind	+1		Bless		9	10 10	5m rad Touch		+1 to 1 attribute Heal 1 Wound		1 minute du 2 Wounds		to attribute Wounds
E						Healing Strike		12	10	Touch		+1 damage to v		+2 damage		damage
7						JUIKE		14	10	Touch	o rounds	1 damage to v	геароп	· z damage	13	aumage
1.9			明治大学	A 10												

	A			4.2	ED	EINO	S GC		AK			_ Cha	ATTRI Dex Mir	BUTES	Str	MOVE
			Name					Po	ssibilities	3		Olla		iu opii ie		Run
			Race Edei	nos	Cos	m Living Lan	ıd	-	Affiliation			6	9 6	111	10	9 27
			Personalit	V				•	Drive							
4			*1.595		DEFE	VICEG		-100	通安 (2)	A		OTHER 6		TO STATE OF THE ST	3	
	ouele	DAMA ness Shoo	GE ck Wound	. Do	DEFE	NCES e Unarmed	***					ONS &		(S		10.00
	ougn	Armor	CK VVourio	S Duc	ige Mele	e Unarmed	Weapon Bite & Clar			Skill	Damaş Str+2	ge Rang	e Notes			
	112	11	3		Y	YY	Bone Spea			narmed ee/Missile		10/20/-	10			
							вопе эреа	Į.	Iviei	ee/ivnssne	31172	10/20/	40			
J.	1≦		SKILL	S			ADMC	ND.	Ph. 2. 12 2 2		14	6	TUIED C	UEAD *	-	
ή	쿲	Combat	Attribute		Value		ARMC		Contract of the last	ES			THER G			The Party of the P
4	골	Dodge	Dex	+1		Source			n Adds	Item		Axiom No	tes			
	ā	Melee Weapon	Dex	+2		Bone armo	or S	Sp 11	+2							
	l co	Missile Weapon	Dex	+1				13			CODE			SCHOOL STATE OF	2209.52	
ψ	100	Unarmed	Dex	+2					PER	RKS &	SPEC	CIAL AB	ILLITIES		增支速	California (
4	O -		Attribute		Value	Perk	Effe	ct								
+2		Intimidate	Spirit	+2		STA										
		Maneuver Taunt	Dex Cha													
<u>'</u>	5	Trick	Mind			4										
J.	5	Other	Attribute	Adds	Value											
ή	A 100	Reality	Spirit	+2												
ώ	쿫	Beast Riding	Dex	+1							TATE A	CIEC			1 COL	
	홋	Faith	Spirit	+4					0.78402			ACLES	9			
증	굨	Find	Mind	+2		Spell			Faith DN		Duration			Good	Outs	
	13.2	Stealth	Dex	+2		Bless		9	10			+1 to 1 attribu		1 minute du		attribute
E.		Survival	Mind	+2		Wither	- 1	16	Faith	5m	Instant	12 dmg, ignor	e phys. Armor	+1 BD	+2 BI	D
L	-															
*																

DAM	A
	一次 記事
	Coffee Supplement

TYRANNOSAURUS REX

Possibilities-Race Dinosaur Cosm Living Land Affiliation

ATTRIBUTES Cha Dex Mind Spirit

MOVE









\GE ock Wounds **DEFENCES**

Dodge Melee Unarme

ATTACKS

Armor			Pro-Service Control		
20 (7)	14	4		V V	
20/3		\ ' J			
	100	No. of Concession, Name of Street, or other Persons, Name of Street, or other Persons, Name of Street, Name of	STATE OF THE PARTY	5.00 (A)	

Name

ned	Weapon	Skill	Dama	age	Range	Notes
1	Bite & Claws	Unarmed	Str+3	20		

ง่	2		SKILL	S	
U	ulnerable	Combat	Attribute	Adds	Value
4	abl	Dodge	Dex	+1	
100	е	Unarmed	Dex	+3	
ს	Styr	Missile Weapon	Dex		
	νm	Interaction	Attribute	Adds	Value
4	ied	Intimidate	Spirit	+5	
		Maneuver	Dex	+1	
		Taunt	Cha		(9)
<u>د'</u>		Trick	Mind		
ს	5	Other	Attribute	Adds	Value
U	no,	Stealth	Dex	+1	
ώ	Pu	Tracking	Mind	+5	
~	寸				
ώ	Wound Track				

ARMOR	Source	Adds
ARMOR	Scaly Hide	+3

PERKS & SPECIAL ABILITIES

Perk	Effect
Very Large	Attacks against this target gain a +4 bonus; increased Shock and Wounds (incl.)
Dread	When a t-rex enters a Standard scene it immediately becomes Dramatic.
Fear	Test vs. Spirit when the t-rex appears or become Very Stymied.

	7		Name		1	TRICERATOPS Possibilities Cosm Living Land Affiliation						Cha	ATT Dex	TRIBU Mind		Str	MOVE
3			Race Dino	osaur	Cos	mLiving Lan	ıd	Affilia	ation			4	$^{\circ}$	4	8	10	8 24
	ouak	DAMA	GE ck Wound	ls Do	DEFE	NCES e Unarmed	West		Skill	Dama		TACI Range		otes		4	
	19	Armor 12	2) (3)				Horns	on	Unarmed	Str+2	ge	Kange	NO	nes			
ψ	Vulne	Combat	SKILL Attribute		Value		ARI	MOR Sou		Add	s				5 6		
4	1	Dodge	Dex	+3		- 47		DOIL	y Crest & Hic PERKS &	-	CIA	I AR	NN 1152	IEC			
1		Unarmed	Dex	+3		Perk		Effect	EIMIND 6	X DIL				IES	100		TOTAL PARTY.
ψ	Sty	Missile Weapon			** 1	Very Large		Attacks against	this target ga	in a +4 bo	nus; ii	ncreased S	Shock ar	nd Woun	ds (incl.)		
		Interaction Intimidate	Attribute Spirit	Adds +2	Value	Charge	+	-2 damage to a	n attack if tric	eratops n	noves 1	nore than	a walk				
4	-	Maneuver	Dex	+1		ST S											
		Taunt	Cha														
	٤	Trick	Mind														
ψ	oun	Other	Attribute	Adds	Value												
LACTOR .	Green Street	Stealth	Dex	+ 1		4											
ώ	rack																
증	ê																
U	36					100											

			Name Race <mark>Dinos</mark> a	aur	_ Cos	T.	AN	Possik	oilities— iation		Cha 4	ATTRIBUTION Mind Spi	rit Str	MOVE 8 Run
T	ough	DAMA nness Sho Armor	ck Wounds	Dod		NCES Dee Unarmed	. 10	pikes	Skill Unarmed	Damage Str+3	ATTACK Range	Notes Ignore 4 points of	of Multi-Targ	et penalty
ф 4	7.7	Combat Dodge	SKILLS Attribute Dex		Value		AR	RMOR _{De}	urce fensive Plates PERKS &	Adds +4 X SPEC	IAL ABI	LITTIES		
ψ	Sty	Unarmed Missile Weapon	Dex Dex			Perk Very Larg	ge	Effect				nock and Wounds (ir	ncl.)	
4	mie	Interaction Intimidate	Attribute A	Adds	Value	Back Cres			sful Defence ac				,	
+		Maneuver	Dex			AL FOR								
<u>'</u>		Taunt	Cha											
*	S	Trick	Mind											
ψ	und	Other	Attribute 1	Adds	Value									
ώ	Trac					197.03								
A	长													
Ö						Outs								
						10.00								
٤,	-					A STATE OF THE STA								
	100	18.5			2 P. A									

			Name Race Dino	osaur	Cos	RA	PTOR	Possibi Affilia		Cha	ATTRIE Dex Minc	BUITES Spirit	Str	MOVE 12 80	
To	ough	DAMA nness Sho Armor 8	GE ck Wound	ds Do		NCES Se Unarmed	Weapon Bite & Cla	ws	Skill Unarmed	Damage Str+2	ATTACI Range	\(\sigma\) Notes		#	la de
-2 -4	7	Combat Dodge	SKILL Attribute	Adds +2	Value		ARM	Bear	rce y Hide PERKS &	Adds +2	IAL AB	ILITTIES			
ψ	-	Unarmed Missile Weapon Interaction	Dex Dex Attribute		Value	Perk Pounce	Eff Leap	ect	r Move and at						
4	150	Intimidate Maneuver Taunt	Spirit Dex Cha	+1 +3		A CONTRACTOR OF THE PARTY OF TH									
<u>-</u> _	ound T	Trick Other Find	Mind Attribute Mind	+5	Value	The state of the s									
<u></u>	racker	Survival Tracking	Mind Mind	+2+5		The state of the s									
						A CONTRACTOR									
			Marie S												

			Name Race <u>Gre</u>	at Cat		BRE-T		CAT Possibilities Affiliation			Cha 6		RIBUTI Mind Spin		MOVE 12 Run
	ough	DAMA nness Sho Armor	GE lock Wound	ds Dod		NCES ee Unarmed	Weapon Bite & Claws		Skill narmed	Damage Str+2	ATTAC Rang		5	- T	
ψ	Vuln	Combat	SKILL Attribute		Value		ARMO	Source		Adds				4	W. D.
7	매	Combat Dodge	Dex	Adds	varue		AKMO	W-				1			CONTRACT
39	ō	Unarmed	Dex					PE	RKS 8	z SPEC	CIAL A		S	200	The state of the s
ψ	lσ	Missile Weapon	Dex			Perk	Effect								
10		Interaction	Attribute	Adds	Value	Large	Attacks	against this	target ga	in a +2 bon	us; increased	Shock and	Wounds (ir	ıcl.)	
4	ed	Intimidate	Spirit												
		Maneuver	Dex			2000									
		Taunt	Cha												
<u>'</u>	2	Trick	Mind			4									
ι'n	直	Other	Attribute	Adds	Value	4000									
10	쿱					17.									
A	cker					William I									
						-									
						Market State of State									
5						3									
7															
	333		155		S. F.										

			Name Race <mark>Dino</mark>	osaur	Cos	LA sm <u>Living La</u>	KTEN	Possibil Affilia		Cha 5	ATTRII Dex Min	BUTES d Spirit	Str	MOVE 11 33	
4		DAMA			DEFE				-		ATTAC	KS			
	ough	Armor 9	ck Wound	ds Doo	dge Mele	e Unarmed	Weapon Bite & Clay	WS	Skill Unarmed	Str+2	Range	e Notes			
ψ	Vulne	Combat	SKILL Attribute		Value	22	ARMO	OR Sou		Adds			不		
4	mabi	Dodge	Dex	+ 3	Varac			ocar	y Hide	+ 1	пат аб	भाग प्रसाय			
1	œ	Unarmed	Dex	+2		Perk	Effe		EKII S C	X SPEC	IAL AE	BILITIES	Section 1		
ψ	ស៊ី	Missile Weapon	Dex			Large			this target ga	in a +2 honu	is: increased	Shock and Wo	unds (incl.)		
- Even	1	Interaction	Attribute		Value	Flight		e 13 in the		111 4 12 00110	is, increased	SHOCK and TVO	unus (mei.)		
4	ed	Intimidate	Spirit	+2		8 -			-						
		Maneuver	Dex Cha	+2											
		Taunt Trick	Mind	+1											
574	5	Other	Attribute	Adds	Value										
	our Our	Find	Mind	+5	Variate										
ψ	T D														
265	mac														
증	ker														
						3									
٤.	-														
-		Aga.	1 5 %												

			Name Race Dino	osaur		BRON		SAUR Possib	oilities— iation		Cha 4	ATTRIE Dex Mind		Str MOVI
T	ough	DAMA nness Sho Armor	GE lock Wound	ds Dod		NCES ee Unarmed	Wear Bite	oon	Skill Unarmed	Damage Str+2	ATTACI Range 5m reaci	Notes		
ψ	Vulne	Combat	SKILI Attribute		Value		AR		urce	Adds	3.		- T	
4	mab	Dodge	Dex	+1	Variation	*		DCa	ly Hide	+3		III Isriire		
1	Ō	Unarmed	Dex	+2		Perk	dia.	Effect	PERKS 8	X SPECI	IAL AB	ILHIES	and the second	
ι'n	St.	Missile Weapon				Very Larg			st this target ga	in a +4 bonus	s: increased S	shock and Wor	ınds (incl.)	
-		Interaction	Attribute	Adds	Value	very Ears	50	ritueks uguiri	ot tills target ga	in a · i bonue	s, mereuseu s	riock and 7700	aras (iriei.)	
4	De l	Intimidate	Spirit		(15)	J. Frid.								
	1	Maneuver Taunt	Dex Cha		(10)									
<u>'</u>	200	Trick	Mind		(10)									
-		Other	Attribute	Adds	Value									
ψ	N					V. Carlo								
ώ	面					1000								
w	급					40.7								
ώ	icke					200								
大	Ŧ													
증	-													
	1	10.5	100											

		2		P	PU	LP H	ENC	CHIM	1AN		r	78.	Cha	A De	TTRI x Mir	BUTI nd Spi	ES rit S	tr	MOVE
	A.		Name					F	Possibilit	ties2					1		1		Rur
1		(mark)	RaceHun	nan	Cos	m Nile Em	pire	,	Affiliat	tion				X	X	X	X		
	100	V.	Personalit	у					Dı	rive									
		DAMA	GE .		DEFE	NICES	<i>(</i> 1)	757		200	WE	ADO	NIC &	₂ Δ/1	TAC	ve			
Т	ough	nness Sho	ck Wound	ds Do		e Unarmed	Weat	on		Skill		amage	Ran		Notes	((9)			
		Armor				1	Unari			Unarme				-8-					
			3		X)()													
			GIVIII II																
ψ	/ulnerable		SKILL				AR	MOR						OTH	IER (EAR			
	era	Combat	Attribute		Value	Source		Axiom	Adds	Item	ı		Axiom l	Notes					
4	ble	Dodge Fire Combat	Dex Dex	+1+1															
	l.	Unarmed	Dex	+1															
ψ	SE SE	o narmea	Dex																
ம் 4	nie	Interaction	Attribute	Adds	Value	-	-		P	ERKS	& S	PEC	IAL A	BIL					
42	<u>-</u>	Intimidate	Spirit	+ 1		Perk		Effect											
		Maneuver	Dex																
느	5	Taunt	Cha																
ψ	Wound	Trick	Mind			,—													
10		Other	Attribute		Value														
ώ	Tracker	Reality Land Vehicles	Spirit Dex	+1+2		-													
	cke	Stealth	Dex	+1															
증	7	Streetwise	Cha	+1															
		Taunt	Cha	+ 1		Pulp Po	wer	Effect		Limita	tions:								
	14																		
	10																		
	7																		

			Name Race Hun Personalit	nan		NAL sm Nile Emp		Affil	1IND oilities 3 iation Drive			Cha + 2	AT Dex		UTITES Spirit +2	Str	MOVI
9	ough	DAMA nness Sho Armor		4		NCES Dee Unarmed	Unarn		Skill Unarmed Fire Cmbt	Dama Str		NS & Rang	e N	ACKS	5		
ი 4 ი	Vulnerable Stymied	Combat Dodge Fire Combat Unarmed	SKILL Attribute Dex Dex Dex Dex	+1 +1 +1	Value	Source		MOR Axiom Ad	ds Item	a (10)		xiom No	otes	R GE	AR		
4-1	iied Wo	Interaction Intimidate Maneuver Taunt	Spirit Dex Cha	+2 +2	Value	Perk Gloater Minions		Affected hero	r intimidation a es lose a randor any hit to a lack	are Appr m card f	roved, rom th	affect the eir hand.	entire p	party with			penalty.
ι ω Α	ound Tracker	Trick Other Reality Find Land Vehicles	Mind Attribute Spirit Mind Dex	+2 +1 +1	Value												
		Persuasion Stealth Streetwise	Cha Dex Cha	+1 +1 +1		Pulp Po	wer	Effect	Limitatio	ons:							

			Name Race Hun			GROU			ANDE	R	Cha	A1 Dex		BUME d Spirit		MOV	
	1		Personalit	y				_	Drive								
h		DAMA	GE	5.5		NCES		200		WEAPC				(S	- 12		
T	ough	nness Sho	ck Wound	ds Do	dge Mele	ee Unarmed	_		Skill	Damage	Ranş	ge N	Votes				
			3		Y	\mathbf{Y}	Unarr	ned	Unarmed	Str							
																	١
ψ	≦ .		SKILL	S			AIRI	MOR			(OILHI	er g	EAR		Sec. 10.	
	ulnerable	Combat	Attribute		Value	Source		Axiom Ad	ds Item		Axiom N						ı
4	able	Dodge	Dex	+2					Item			.0103					
	w	Fire Combat	Dex	+2													
ψ	សួ	Unarmed	Dex	+2				100	100								
	Stymied		Dex	A 11	Value				PERKS	& SPEC	TAIL A	BIILI	TITES	*	2		ı
4	ed	Interaction Intimidate	Attribute Spirit	+ 2	v alue	Perk		Effect		ea bh be							ı
	3	Maneuver	Dex	+1		Bolster		Spend a Possi	bility to count	er anv Disad	vantage aff	ecting a	allies on t	the curren	t Drama o	ard	۱
<u> -</u>		Taunt	Cha	+1		Minions		1	any hit to a lac		- 0						
	٧	Trick	Mind														
ψ	und	Other	Attribute	Adds	Value												١
_		Reality	Spirit	+2													
ώ	Track	Find	Mind	+2													
증	ker	Land Vehicles	Dex	+2													
U		Persuasion	Cha	+ 1													L
						Pulp Por	wer	Effect	Limitati	ons:							L
	-																

(Name Race <mark>Un</mark> Personali True Dea	ty		orrorsh Orrorsh		ossibilitie Affiliatio Fatal Flav	n		Ch		ATTRIB ex Mind	UTES Spirit	Str	MOVE Pun 9 27
То	DAM ughness S	AGE Shock Wound	ds Doo	DEFE	e Unarmed	Weapon Bite	U	Skill Inarmed	WEAP Damag Str+1		& AT	TACKS Notes Grapple or		ccess.	
	Combat Dodge Unarmed	SKILI Attribute Dex Dex Dex		Value	Source	ARMOR	Adds	Item		Axiom	OTH	HER GE	AR		(/S
4 -2	Interaction Intimidate Maneuver Taunt Trick Other Reality	Spirit Dex Cha Mind Attribute Spirit	+3 +2 +2 Adds +1	Value Value	Perk Cloak of Da Fear Blood-Drin Mesmerism Undead	Upon ker +4 dan Interac	t bonus to first seeing nage from l	Toughnes g, a hero r holy object g persuasio	must test was. If they fe	the current rillpower of ed during to wer. Take	or Spirit of the scene control	ess penalty. or become V , all other Wo of an Ord or , eating or ot	unds heal a Outstand	at the end ing succe	SS.
6	Find Persuasion Stealth Willpower	Mind Cha Dex Spirit	+3 +3 +3 +2												

			Name Race Bea: Personalit True Deat	у	Cos	WERI Sm Orrorsh	EWOI	Possibiliti Affiliati Fatal Fla	on		Cha 5	ATT Dex	RIBUTE Mind Spiri		MOVE 11 33
1	ough	DAMA nness Sho Armor	GE ock Wound	ds Doo		NCES ee Unarmed	Weapon Bite/Claw		Skill Unarmed	WEAPC Damage Str+2	ONS & Range				
ம் 4	Vulnerable	Combat Dodge	SKILL Attribute	Adds +1	Value	Source Furry hide		R m Adds +3	Item		O Axiom No		R GEAR	***	
ம் 4	Stymied	Unarmed Interaction	Dex Dex Attribute	+3	Value				ERKS 8	& SPEC	CIAL AE	BILITI	ES		
구	d Wound	Intimidate Maneuver Taunt Trick	Spirit Dex Cha Mind	+3 +3	(10)	Perk Cloak of D Lycanthro Human Fo	arkness G pe Si	ver does +4	damage; W	Vounds infli		types of v	enalty. weapons heal a access to Specia		the Scene.
ن آ		Other Reality Find Stealth	Attribute Spirit Mind Dex	+2 +5 +2	Value										
		Tracking	Mind	+5											

			Name Race Bea Personalit True Deat	у		WERE-	Poss Aff	ibilities 3 iliation al Flaw		Cha 5	ATTRI Dex Mir	BUTES nd Spirit	Str 12/8	MOVE Run 33
	Tough	DAM nness S Armor	AGE wound	ds Doo		NCES Bite Bite	apon /Claw	Skill Unarmed	Damage		ATTACI e Notes	(S	9000	
ф 4	er:	Combat Dodge Unarmed	SKILL Attribute Dex Dex		Value	A Fource Furry hide	Axiom Ac	lds Item		O Axiom No	THER C	EAR		V C
ம் 4	<u> </u>	Interaction	Dex Dex Attribute	Adds	Value	Perk	Effect	PERKS	& SPEC	IAL AE	BILITIES			
ф -	Wound	Intimidate Maneuver Taunt Trick	Spirit Dex Cha Mind	+3	(10)	Cloak of Darkr Lycanthrope Human Form Echolocation	Silver doe When in l	s +4 damage;	Wounds inflic 4 to Dex/Str (s	ted by other	arkness penalt types of weap) and no access	ons heal at t		the Scene.
ώ 증	Track	Other Reality Find Stealth	Attribute Spirit Mind Dex	+2 +3 +2	Value	Flight	Move 11	uarkiess pena	arties					
		Tracking	Mind	+5										

(Name RaceBeas Personalit True Deat	у		NAKE sm <u>Orrorsh</u>	-PER	Possibili Affiliat Fatal F	tion		Cha		BUTES nd Spirit	Str 12/8	MOVE Pun 12
To	oughr	DAMA ness Sho Armor	GE ock Wound	ds Doo		NCES See Unarmed	Weapon Bite/Claw		Skill Unarmed	Damag				cess, poiso	on does +1BD
ψ	Vulne	Combat	SKILL Attribute		Value		ARM					THER G	EAR		
4	3	Oodge	Dex	+3		Source Scales	Ax	iom Adds	Item		Axiom No	otes			
	0	Jnarmed	Dex	+ 3		Scales		+3							
ψ	ស្		Dex				W	100							
10	Stymied		Dex					D	EDKS	2τ CDF(TAT AT	BILITIES			
4	ed I	nteraction	Attribute	Adds	Value	Perk		Effect	LINE	C SIL			205009003		(F) (C) (C)
		ntimidate	Spirit	+2		Cloak of E			to Toughn	ess equal to	the current D	arkness penalt	V.		
<u>'</u>	-	Maneuver	Dex	+ 3		Lycanthro						ther types of w	J	at the end	d of the Scene
	0	Taunt	Cha	+2		Human Fo	1			0 .) and no acces	1		
ή	= =	Trick	Mind	A 11	37.1	Squeeze		Once a snake	-person ha	s grappled a	target they n	nay make a bar	ehanded atta	ack for Str	r+2 damage.
ώ	Tr	Other Reality	Attribute Spirit	Adds + 3	Value	i i									
ω	0	Find	Mind	+ 5											
증	eg S	Stealth	Dex	+2											
	ī	Tracking	Mind	+ 3											

(Name Race Beas Personalit True Deat	у		ISH-CI	REAT	Possibiliti Affiliati Fatal Fla	on		Cha 4		RIBUTES Mind Spirit		MOVE 10 66
T	ough	DAMAnness Sh Armor	AGE lock Wound	ds Doc		NCES se Unarmed	Weapon Bite/Claw	,	Skill Unarmed	WEAPC Damage Str+2				2000	
ம் 4	Vulnerable	Combat Dodge Unarmed	SKILL Attribute Dex Dex		Value	Source Scales	ARMC Axio	om Adds	Item		Axiom No	THER	GEAR	\$ - X	(d) S
ம் 4	Stymied	Interaction	Dex Dex Attribute	Adds	Value	Perk	E	PI	ERKS 8	& SPEC	IAL AE	BILITIE	S		S 9 S
ب ج	Wound	Intimidate Maneuver Taunt Trick	Spirit Dex Cha Mind	+3 +1	(10)	Cloak of D Human Fo Aquatic	orm W	ain a bonus t Then in huma	an form, -4	, ,	econd value) and no acc	nalty. cess to Special neuver in the w		
ώ 合	d Tracker	Other Reality Find Stealth	Attribute Spirit Mind Dex	+2 +3 +4	Value										
		Tracking	Mind	+3											

(Name Race Beas Personalit True Deat	у		WERE	-TIG	Possibilit Affiliat Fatal F	tion		Cha 7		TIBUTES Tind Spirit		MOVE Run 13
To	ough	DAMA iness Sho Armor	GE book Wound	ds Doo	DEFE	e Unarmed	Weapon Bite/Claw		Skill Unarmed	WEAPC Damage Str+2			CKS		
င် 4	굻	Combat Dodge	SKILL Attribute	Adds +1	Value	Source Furry hide		OR iom Adds +2	Item		O Axiom No	THER	GEAR	\$ - S	
ψ	Stymied	Unarmed	Dex Dex Dex	+3				P	ERKS	& SPEC	IAL AE	BILITIE	S		
Г.	Wound Tracke	Interaction Intimidate Maneuver Taunt Trick Other Reality Find Stealth Tracking	Attribute Spirit Dex Cha Mind Attribute Spirit Mind Dex Mind Dex Mind	+3 +3 +3	Value	Perk Cloak of Da Lycanthrop Human For Darkvision	arkness be rm	Effect Gain a bonus Silver does +4 When in hum Ignore 4 poin	damage; V an form, -4	Vounds inflic to Dex/Str (s	ted by other	types of we	apons heal at		the Scene.

(Name RaceShal Personalit True Deat	у	Cos	HAPE:	SHIF	Possibilit Affiliat Fatal F	tion		Cha 10	AT Dex	TRIBU Mind		Str 9	MOVE Run 8 24
To	ough	DAM/ nness SI Armor	AGE hock Wound	ds Doo		NCES se Unarmed	Veapon	2000	Skill	WEAPO Damage	NS & Rang		ACKS otes	425		
η	23	Combat	SKILL Attribute		Value	Source	ARM(OR iom Adds	Item		O Axiom No		R GE	\R		
4	ble	Dodge Unarmed	Dex Dex	+ 3												
ល់	Stymied		Dex					1.500								A 100 C
4	mie	Interaction	Dex Attribute	Adds	Value	41415	260		<u>ERKS</u>	& SPEC	<u>ial ae</u>	BILIT	IES	43		2.233
+3	4	Intimidate	Spirit	Adds	varue	Perk		Effect								
		Maneuver	Dex	+2		Cloak of Da				ess equal to th			, ,			
_	٤	Taunt	Cha			Fear				rm, a hero mu						
ψ	ound	Trick	Mind	+ 5		Shapeshiftii				m as a simple e difficulty to						
		Other	Attribute	Adds	Value	Baffling				may affect the						
ώ	Tracl	Reality	Spirit	+ 3		- Juning			11	.,		<i>y</i>				
_	Ke	Find	Mind	+2		1										
合	,	Stealth	Dex	+5												

		Name Race <mark>Spi</mark> i Personalii True Dea	ty	Cos	EVIL S	SPIRIT Possibiliti Affiliati Fatal Fla	on	Cha	ATTRIBUTED Mind		MOVE 7 Run 7 21
Tou	DAMA ghness Sho		2000	DEFE	NCES e _{Unarmed} W	Veapon		APONS & Rang	ATTACKS ge Notes		
Vulnerable -2 -4	Unarmed	SKILI Attribute Dex Dex		Value	Source	ARMOR Axiom Adds	Item	Axiom N	OTHER GEA	\R	V
Stymied -2 4	Interaction Intimidate	Dex Dex Attribute Spirit	Adds +2	Value	Perk Cloak of Da	Effect		PECIAL A			
Wound 1	Maneuver Taunt Trick Other	Dex Cha Mind Attribute	+1 +1 +3 Adds	Value	Fear Ethereal Possession	Upon first seei May move thro On an Outsta	ng, a hero must ough walls and s	test willpower or solid objects, and it	Spirit or become Versimmune to non-mailpower, the spirit by purely physical l	agical physical at takes control of	
Iracker	Reality Find Persuasion Stealth	Spirit Mind Cha Dex	+2 +1 +3 +5		Undead				othing, eating or other		sses.

(Name Race <mark>Spi</mark> i Personalit True Deat	ty		GHOS [*] emOrrorsh	Possibilitie Affiliatie Fatal Fla	on	CI		TRIBUTES Mind Spirit	Str 5	MOVE 7 21
To		1AGE Shock Wound	ds Do	DEFE dge Mele	NCES Pe Unarmed Weapo	n		EAPONS Damage R		ACKS otes	PECO.	
්ට -4	Combat Dodge	SKILI Attribute		Value	ARM Source A	OR xiom Adds	Item	Axion	OTHE n Notes	R GEAR		7/8
	Unarmed Styrn.	Dex Dex Dex	+ 1			PE	ERKS &	SPECIAL	ABILIT	TIES .		900
4	Intimidate Maneuver	Spirit Dex	+2+2	Value	Perk Cloak of Darkness Fear	Effect Gain a bonus to	o Toughness o	equal to the curre	ent Darkness		ied.	
-1 주	Taunt Trick Other	Cha Mind Attribute Mind	+ 1 + 3 Adds + 1	Value	Ethereal Disturbance	Pick up and hu	ırl objects witl that deals Stre	hin a Large Blast, ength +1 (6) dama	, with the gho	e to non-magical post at the center Th	is is an ur	armed
0	Find Persuasion Stealth		+1 +3 +5		Undead	Immune to poi	ison and effect	ts which require	breathing, ea	ting or other "livir	ng" proces	ses.

(Name Race <mark>Uno</mark> Personalit True Deat	ty		GHOU _{Sm} Orrorsh	L LC	Possibilit Affiliat Fatal F	tion		Cha 4	ATT Dex	RIBUT Mind Sp		MOVE 11 33
Т	ough	DAMA nness Sh Armor	GE ock Wound	ds Doo		NCES ee Unarmed	Weapon Bite/Clav		Skill Unarmed	WEAPC Damage Str+2				2042	
ம் 4	Vulnerable	Combat Dodge Unarmed	SKILL Attribute Dex Dex		Value	Source	ARM Ax	OR	Item		Axiom No		R GEAR		
ம் 4	Stymied	Interaction	Dex Dex Attribute		Value	Perk		P	ERKS	& SPEC	IAL AE	BILITI	ES		1888
رن ج	Wound	Intimidate Maneuver Taunt Trick	Spirit Dex Cha Mind	+2 +3 +2 +2		Cloak of D Fear Carrion-Ea Minions	nter	Gain a bonus Upon first see Immune to pe May transfer	eing, a hero oison & dise	must test wi	llpower or S _l	pirit or be	ecome Very S	-	
ယ ခ	Tracker	Other Reality Tracking	Attribute Spirit Mind	+2 +5	Value					•					

(Name Race <mark>Un</mark> True Dea			GH om Orrorsh e from a dis	OUL	Possibi Affilia			Cha 4	AT Dex	TRIBU Mind	ITES Spirit	Str 10	MOVI
	DAMA			DEFE						S SNC					
Tou		ock Wound	ds Do	dge Mele	ee Unarmed			Skill	Damage	e Rang	e No	otes			
	Armor	-				Bite/Clav	V	Unarmed	Str+2						
ю		SKILI				ARM	OR	Sec. 12.2	M 1	C	THE	R GE	۱R	X-37	18 A C
<u></u>	Combat	Attribute	Adds	Value	Source		iom Add	s Item	100	Axiom No		01.			
4	Dodge	Dex	+ 1					I I I			0100				
(Unarmed	Dex	+ 3					38							
ψğ	2	Dex					- 50								
2 4		Dex						PERKS 8	& SPFC	TAL AI	RIIJT	TIES			
2 4	Interaction	Attribute	Adds	Value	Perk		Effect	LIMI	× 51 LC			il L			
Sec.	Intimidate	Spirit	+2		Cloak of I	Darkness		s to Toughne	ess equal to t	he current D)arkness	nenalty			
	Maneuver	Dex	+ 3		Fear	Jul KIIC35		eeing, a hero	•			• •	ry Stymie	ed	
	Taunt	Cha			Carrion-E	ater		poison & dise		inpower or c	PIII OI	Decome ve	ry Styffine		
	Trick	Mind	+2		Carrion	atter	minute to p	poison & disc							
	Other	Attribute	Adds	Value											
	Tracking	Mind	+ 5												

(Name Race <u>Hur</u> Personalit True Deat	у	Cos	OCCUL ⁷		T Possibilitio Affiliatio Fatal Fla	on			RIBUTES Mind Spirit 9	Str MOVE Run 7
Tou	DAMA ghness Sho	GE ck Wound	ds Doo	DEFEI	e Unarmed Weap	on dagge	r	Skill Melee	WEA Dam Str+1	PONS & ATTA		
ф M		SKILL		1	ARI	MOI	?	2.50	400	OTHER	GEAR	
ulnerable -2 -4	Combat Dodge	Attribute Dex	Adds +2	Value	Source	Axion	n Adds	Item		Axiom Notes		
9 4	Melee Weapon	Dex	+1					Sanct	um	M 13 Spellcasting	is Favored, costs a	Corruption test
. C		Dex				1971						
Stymled -2 4		Dex					DE	DIVC	0- CD	ECIAL ADILITI	= @	
4	Interaction	Attribute	Adds	Value	Perk	Eff		KK7	Ø 3P	ECIAL ABILITII	E 3	
	Intimidate	Spirit	+ 3		Insidious			1 Approx	od Action	n, discard a random Destiny	card from each of	the affected player
4	Maneuver	Dex			nisialous		racters' Act			i, discard a random Destiny	card from each of	the affected player
	Taunt	Cha	+2									
-2-	Trick	Mind	+ 3									
	()+h o=	Attribute	Adds	Value		7.5	P4200		IM	1AGIC		BEST SEA
-3 K	Reality	Spirit	+3		Spell	Aviom	Skill(DN)	Range			Good	Outst.
Ŧ Ë	Alteration	Mind	+5		Diminish	10	Alt (will)			-2 to one attribute	-4 to attribute	-4. No reroll on 20
증 목	Divination	Mind	+5		Enhance	10	Alt (wiii)			+1 to one attribute	+2 to attribute	+3 to attribute
	Scholar	Mind	+ 3		Fear	10	Alt (will)	50m		Stymied with fear	Very Stymied	V. Stymied, 2 Shock
	Willpower	Spirit	+ 5		Possibility Rend	15	Div (will)	Touch	Instant	Destroy 1 Possibility	+ Stymied/Vuln.	+ 1 Poss (2 total)
					Protective Circle	9	Alt (12)	2m dia.	Conc.	Super. beings may not cross	-4 to powers	No power use
					Scry	8	Div (will)	500 km	Conc.	Look in on target (5m rad.)		Unaware of observe
					Speak with Dead	12	Div(10)	Touch	5 min	Get answers from a corpse	Dead can't lie	Must answer

		Name Race <u>Hun</u> Personalit True Deat	у	Cos	AD SCI	P	ST Jossibilitio Affiliatio Fatal Fla	on		Cha 4		BUTES nd Spirit	Str 6	MOVE 6 (8
Tou	DAMA ghness Sho Armor 1	GE ck Wound	ds Doo	DEFE	ee Unarmed W	eapon emon's Breat ebley revolv		Skill Missile Fire Cmbt	VEAPO Damage 16 13	Range 10/20/40 10/25/40	Small Bl		PER S	
-2 -4	Combat Dodge	SKILL Attribute		Value	Source	RMOR Axiom		Item		Axiom Not			Comme	
ų Š	Fire Combat Missile Weapon	Dex	+1+2		Leather apro	n 10	+1 PE	Laborate ERKS &			ence is Favor		a Corru	ption test
4 -1	Interaction Intimidate Maneuver Taunt	Spirit Dex Cha	+ 1 + 3	Value	Perk Alchemy Gloater	When	e a variet taunt or	y of alchemintimidation	ical preparat n are Appro	tions (see p. 9	92) ne entire part		Multi-Tarş	get penalty.
ည် လ က	Trick	Mind Attribute Spirit	+ 1	Value		Affect	ted heroe	s lose a rand	dom card fro	m their hand	d.			
Δ A	Scholar Science	Mind Mind	+3+5											

(Name Race <u>Hu</u> n Personalit True Deat	у	Cos	ERIAI	L KII	LER Possibilit Affiliati Fatal Fla	ion		Cha 8	ATT Dex	FRIBU Mind S		Str 9	MOVE 10 SO
To	uah	DAMA ness Sho	GE ck Wound	ls Doo	DEFEI dae Mele	NCES e Unarmed	Waanon		Skill	WEAPO Damage	NS & Range				100	8000
	9	Armor 12	3			Dharmed	weapon		SKIII	Damage	Kang	e Not	tes			
년 4	/uln	0 1 1	SKILL		** 1		ARM	OR			O	THE	R GEA	R		
L.	era	Combat Dodge	Attribute Dex	Adds + 2	Value	Source	Ax	iom Adds	Item		Axiom No	otes				
4	ole	Melee Weapon	Dex	+5												
		vicice vicupon	Dex	1 3				To Brook to								
ប់ 4	Ž T		Dex					D	EDIVE	O- CDEC		опп ите	IEG		1000	Markey .
4	nied	Interaction	Attribute	Adds	Value	D 1	Sept. 7.3		EKKS (& SPEC	IAL AE	SILIII	E2	4 3		
		Intimidate	Spirit	+2		Perk Cloak of D		Effect Gain a bonus	t. T	1 t- th		1				
느		Maneuver	Dex			Insidious		On a successfu						m each o	of the aff	ected player
	Wound	Taunt	Cha	+ 3		insidious		characters' Ac		a riction, and	cara a ranac	oni Destii	iy cara iroi	in cacir (or tric arr	ceteu piayer
ψ	n n	Trick	Mind	+ 3		Vengeful		When you tak	e a Wound	l, next action a	against the o	offender i	s Up.			
		Other	Attribute		Value						•		•			
ώ	0	Reality Find	Spirit Mind	+3												
증	ĝ	Stealth	Dex	+3												
U		Tracking	Mind	+5												
		Willpower	Sprit	+2												
		•														

			Name Race <u>Ji</u> an Personalit		Cos	YOK/		Possib	oilities 3		Cha		RIIBUTI Mind Sp		tr 3	MOVE 10 30
	onak	DAMA nness Sho	GE ock Wound	de Do		NCES e Unarmed	Marra	-460	Skill	WEAPO Damage	NS & / Range			1918		
	13	Armor (3				Bite & C		Unarmed	Str+2	Kange	Note	:5			
ψ	T⊈.		SKILI				ARM	1OR			Of	THIER	GEAR			
-	9.19I	Combat	Attribute		Value	Source		xiom Ad	ds Item		Axiom Not					
4	ble	Dodge	Dex	+3					100							
and a		Unarmed	Dex	+3												
ψ	Styr		Dex Dex								() () () () () ()		TERM TO THE			/50m
٨	nie	Interaction	Attribute	Adde	Value	100			SP	ECIAL A	BILITI	ES				
+2		Intimidate	Spirit	+5	varue	Perk		Effect								
		Maneuver	Dex	+2		Fear			ncountering th							
	٤	Taunt	Cha			Infected			or Defeated by as jiangshi som			ted thems	selves. <i>Reali</i>	ty-rated o	characte	rs slain by
ψ	uno	Trick	Mind			Regen (V			sibility on its t			eal one V	Vound.			
	П	Other	Attribute	Adds	Value	Relentles		Ignores Shoo		•						
ώ	rac	Reality	Spirit	+ 1		Undead		Immune to p	oison and oth	er effects that	require brea	thing, ea	ting, or oth	er "living	" proce	sses.
증	Ker	Find	Mind	+2							-	-				
Ö		Stealth	Dex	+1		-										
						3										
						7										
-	1															
						8										
	Control of the last															

TECHNODEMON

Possibilities 3 Vame Race Tharkoldu Cosm Tharkold Affiliation Specialty Personality

ATTRIBUTES Cha Dex

Mind Spirit

MOVE









DAMAGE Shock Wounds Toughness

DEFENCES Dodge M

WEAPONS & ATTACKS

		Arm	or
T 1	7	7	4
W.	* A	5	л

Combat



Attribute Adds Value

elee Unarmed	١
10	Į
)()i	þ
	Į

ı	Weapon	Skill	Dama	ige	Range	Notes
Š	Unarmed	Unarmed	Str			
	Chain Whip	Melee	Str+3		Reach 5m	Can be used to grapple; Conjuration to summon
5	Alph Pulverizer	Energy		17	20/40/80	

SKIILLS

AR	MOR	25
Source	Axiom	Add
Cyber plating	T 25	+3

	-	700
OTHE		
	엄성 (네	E/AVIK

ľ
ı
ŀ

	Axiom	Adds	Ŋ	Item	Axiom Notes		
ating	T 25	+3	9				

PERKS & SPECIAL ABILITIES

rable	Dodge	Dex	+2	
Ф	Energy Weapon	Dex	+2	
ស្ន	Melee Weapon	Dex	+3	
Stymied	Unarmed	Dex	+2	
e e	Interaction	Attribute	Adds	Value
S	Intimidate	Spirit	+5	
1	Maneuver	Dex	+2	
3	Taunt	Cha	+2	
3	Trick	Mind	+ 1	
٤	Other	Attribute	Adds	Value
2	Reality	Spirit	+3	
昌	Conjuration	Spirit	+2	
쿬	Find	Dex	+3	
ᆽ				
ê				
w				
E.				

Perk	Effect						
Chains	Use conjuration to summon chains and attack (as Chain Whip) within 50m						
Dread	While a technodemon is present, a Standard Scene becomes a Dramatic Scene						
Fear	When first Encountering, heroes must test willpower or Spirit or become Very Stymied.						
Flight	Move 10 in the air						
Large	3m+. Attacks against them gain +2 bonus						
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.						
Occultech	Effect						
Weapon Dock	Recharge Alph weapons with 1 Shock						
Darksight Eyes	Ignore 6 points of darkness penalties						

	2	ETERNITY	Name Race Perso	-		Cosm_	X 497		bilities 3 iliation Drive			ATTRIBUI Dex Mind S		MOVE
T	ough	DAM/ nness Sh Armor	AGE lock Wound	ds Do		NCES Be Unarmed	l Weapon		Skill	WEAPO Damage	NS & A Range	TTACKS Notes		
-2 -4 -4		Combat Dodge	SKILI Attribute Dex Dex Dex		Value	Source	ARMOR	Adds	Item		OT Axiom Note	HER GEA	R	
сь 4 1-	W	Interaction Intimidate Maneuver Taunt Trick Other	Dex Attribute Spirit Dex Cha Mind Attribute			Perk	Effect	PE	RKS 8	& SPEC	IAL ABI	LITIES	<u> </u>	
ib ia KO	ınd Tracker	Reality	Spirit	Adds	value									