



EXPLOITS	DETAILS
TRAIT	
(AGE)	

DERIVED STATISTIC	METHOD	VALUE
HEALTH	END + WIL + dice pool (+ <i>hardy</i> )	
SPEED	Size of STR + AGI dice pools (+ <i>running</i> ); -1 if small	
JUMP	Horiz = 2 x AGI; VERT = STR; + <i>jumping</i>	
CARRY	STR + END (+ raw <i>carry</i> ranks) x 10	
INITIATIVE	INT + <i>tactics</i> or <i>reactions</i> dice pool	
MELEE DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
RANGED DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
MENTAL DEFENSE	Dice pool* x 3.5	
STARTING MONEY	REP + LUC dice pool x 20; min 100cr	
NATURAL DAMAGE	1d6 + 1d6 for each size over Medium; Felans +1d6; +STR dice pool	

**\*DEFENSE DICE POOLS**

**MELEE:** STR or AGI + *acrobatics, dodging, foresight, or [melee] skill*

**RANGED:** AGI + *acrobatics, dodging, or foresight*

**MENTAL:** INT, LOG, or WIL + *concentration, bravery, discipline, religion, conviction, leadership, psychology, rulership, or meditation*

**SIZE:** Small +4, Large -4

**SHIELDS:** Small +2, Medium +4, Large + 6

**ARMOR:** Heavy -4, medium -2