VIRTUES	Sc	ion	Natural Epic Auto Successes	ATTRIBUT	ES
		1011	/	STRENGTH	
00000			_ / _	DEXTERITY	
00000			/	STAMINA	
			/	CHARISMA	
Nature:			/	MANIPULATION	
Calling:			/	APPEARANCE	
			/	PERCEPTION	
ER			/	INTELLIGENCE	
00			/	WITS	
WILLPOWER  O O O O O			1940 1940 1940 1940 1940 1940 1940 1940	ABILITI	ES
			_ / _	Academics	
			/	Animal Ken	
9			/	Art (	)
LEGEND			/	Art (	)
LE			/	Athletics	
			/	Awareness	
TS T			/	Brawl	
TNIO			/	Command	
PO			/	Control (	)
9			/	Control (	)
CURRENT MAXIMUM			/	Craft (	)
LE			/	Craft (	)
			/	Empathy	
			/	Fortitude	
N			/	Integrity	
EXPERIEN			/	Investigation	
KPE			/	Larceny	
E			/	Marksmanship	
HEALT	r Hr T	DEFEND	/	Medicine	
HEALI			/	Melee	
HEALING  B: 3 hrs LO: 6 hrs	SOAK ARMOR	JOIN BATTLE	/	Occult	
LO. O III'S	BASE / / Type	DODGE DV	/	Politics	
L-4:1 wk AR	MOR / / Fatigue		/	Presence	
Bleeding	TAL / / Mobility Penalty  B L A	PARRY DVs Unarmed:	/	Science (	)
Difficulty 2 TO	TAL +		/	Science (	)
			/	Stealth	
	9761	DV MODIFIERS	/	Survival	
	7 -6 -5 DYING A A A	5 -4 -3 -2 -1 +0 +1 +2 +3 +4	/	Thrown	

Miscellaneous Actions (Speed 5, DV Varies)		
ncludes most Boons. Usually DV -1. Can focus completely on the action for DV -0. Or, can choose		
o be wary for a -2 die penalty to action.		
Move (Speed 0, DV -0) Reflexive action that may be performed every tick. Can not dash and move at		
he same time. [Yards = Dexterity]		
Dash (Speed 3, DV -2) Run [Dexterity + 6] yards  per tick. Diceless action may perform other  —		
actions together at a further -2 penalty.		
Guard (Speed 3, DV -0) Delays action. Can be		
mactive (Speed 5, Special DV) For disabled		
characters only. DVs = 0 vs. all attacks.		
Aim (Speed 3, DV -1) +1 die per tick spent aiming,		
naximum +3. Can be interrupted.		
Attack (Speed varies by weapon, DV varies) The normal DV for a single attack is -1.		
2 Attacks (Use greater speed of the two weapons,		
DV -2) Resolve as one action, at a -4 die penalty.  Attack with the lesser of the two die pools, if diff-		
erent. May attack different targets. When attacking		
one target, may choose to reduce target's DVs		
gainst both attacks by 1, or against only one attack by 2.		
Coordinate Assault (Speed 5, DV -2)		
Can coordinate 2 people per success on a Charisma + Command] roll. Coordinating charac-		
ers attack together on leader's tick. Opponents		
ruffer a DV penalty equal to the number of coordinating attackers, or number of successes on		
original roll (use lesser).		
Special Attacks Autofire (Short Burst): Fires 3 bullets. Adds +1		
lie to attack, but cannot take multiple attack		
action. (Long Burst): Fires 10 or more bullets.		
Adds +2 dice to attack, and can be part of a nultiple attack action.		
Crippling Attack: Attack difficulty +2.		
Choose how many damage levels you actually — nflict, but if you roll enough to kill, you inflict a		
lisabling wound instead.		
Disarming: Attack difficulty +2, +4 ranged.  Weapon flies 1 foot per "damage" die. If attacker		
peat difficulty by 5+, may dictate direction of		
veapon's flight. Retrieval is a diceless misc. action.  Fierce Blow: DV -1, Attack difficulty +1.		
Raw damage increases by +3B or +2L/A.		
Flat of the Blade: Attack difficulty +1, Raw damage -2, but deals only bashing damage		
Grappling: Roll [DEX or STR + Brawl] for a		OTHER DOCCECCION
Elinch attack. Success causes the target to becomes nactive. Maneuvers: <b>Break Hold</b> : Release, throw		OTHER POSSESSIONS
STR] yards, or throw prone. Crush: Damage as per		
Clinch attack.		
Hold: Roll contested checks next action. Pulling a Blow: Attack difficulty +1. Reduce		
lamage to a minimum of 1.		
Gweep: No damage, auto knockdown if hits.  The "Zorro": Attack difficulty +2 or more. For		
unky effects, but does no damage.		
Bonuses Willpower: Spend 1 temp. Willpower to:		
Receive 1 bonus automatic success, no botch		
Activate a Virtue. Gain Virtue's rating in bonus lice, usable once per story per dot in each Virtue.		
Oppose a Virtue without Virtue roll.		
Resist mind-influencing powers.		
Legend: Spend 1 Legend point to:  Reroll any action, even a botch.		
Defensive do-over: Retroactively increase DV		
versus successful attack by [Athletics / 2] Legendary deeds: Bonus dice equal to Legend		
ating once / story / Legend rank		
<b>Stunts:</b> Gain 1, 2, or 3 dice to be added to the extion. In addition, gain one of the following:		
Regain Legend points equal to the stunt dice.		
(2- and 3-dice stunts only) Regain 1 Willpower (2- and 3-dice stunts only) Regain one channel of		
Virtue, if the stunt resonates with the Virtue.		
If the stunt resonates with the PC's Nature particularly well, earn one experience point,		
carried and it experience points	<b>,</b>	
	ATTACK	MOVE
	ALIACK	MIGVI

INITIATIVE TICK TRACKER

AMMUNITION

JUMP V
JUMP H
SWIM
CLIMB
OTHERS

Join Battle: Dodge DV: DV Mods:  Weapon / Attack SPD ACC DMG RNG DEF Weapon / Attack SPD ACC DMG RNG DEF Notes  Weapon / Attack SPD ACC DMG RNG DEF Weapon / Attack SPD ACC DMG RNG DEF Notes  Notes  Notes  Notes  LEVELS  LEVELS  LEVELS  LEVELS  LEVELS  LEVELS  LEVELS  Notes  Notes	22	Ç
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Light unarmed strike		
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Light unarmed strike	Light unarmed strike	
Clinch (P) / / / / / / / /	Clinch (P) / / / / / / / /	

## CAMPAIGN SUMMARY SHEET

♥ = Fatebound M = Mortal S = Scion	Encountered Characters	Friendly = F Hostile = H	FATE
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Short-term	GOALS	Long-term	LOCATIONS VISITED