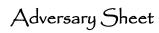


Adversary Sheet

Name:		Race/Species:			Movement: Ski				oints:		
The Natural	Those attrib	utes which	define yo	ur potential	and the	qualit	ties that determ	nine your preser	nt use tl	nereof.	
	Attributes		Qual								
Strength				rawn	Your raw physical strength and the exercise thereof						
Agility		Agi		eflex	Your a	bility	to move quickl	ly and adapt			
Intelligence		Int	P	rudence	Your s	skill ar	nd influence wi	th the world are	ound yo	ou	
Virtue		Vir	S	teadfast	Your v	vill; yo	our ability to co	ombat corruptio	n		
Vigor		Vig	F	ortitude	Your v	zitality	; the sum of yo	our ability to res	ist phy	sical dra	ins
Health (Str+Vig+Qua	al)			amina gi+Vig)				Faith (Int+Vir)			
Skills, Knowled	dge and Tale	nts Ev	veryone po	ossesses certa	ain taler	ıts, sor	me that come n	atural and other	rs learn	ed.	
-			- 1		al Skill						
Acroba	tics As	Agi Intimidatio		Intimidation	Str			Perception		Int	
Appra	ise In	Int Intuition				Vir		Riding		Agi	
Climbi		Investigation				Int		Rope		Str	<u> </u>
Diplom First A	,	IntLocal KnowledIntNavigation			ige	Int Agi		Stealth Survival		Agi Vig	— l
Huntii				Obfuscation		Int		Swimming		Vig	
Novice	e 1-4 Jo	urneyman	5 - 10	Expert	11 - 15	Mas	ster 16 - 18	Grand Maste	er 19	- 20	
2	2d6	2d8		2d1(1	2d12	3d1	10		
2			untrainec	ı, you may s	till atter	npt a c	check by rolling				
	Off	ense						Defense			
Weapon:					Co	mbat	Defense		Vig		
Weapon: Weapon:					Arı	nor /	Mitigation				
Form:						1101					
Form:											
	Resis	tances					V	Weaknesses			
											1
<u> </u>											
				Custo	m Skills	<u>-</u>					
	Skill		CA	SL			Skill		CA	s	L
					l						
					 						
<u> </u>			<u> </u>								
				Desc	ription						





Flourishes	Skill Level Cost Table			
	Level	Cost	Spent	
	Level 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	1	1	
	2	1	2	
	3	1	3	
	4	1	4	
	5	2	6	
	6	2	8	
	7	2	10	
	8	2	12	
	9	2	14	
	10	2	16	
	11	3	19	
	12	3	22	
	13	3	25	
	14	3	28	
	15	3	31	
	16	4	35	
	17	4	39	
	18	4	43	
	19	5	48	
	20	5	53	
	21	6	59	
	22	6	65	
	23	6	71	
	24	6	77	

Notes