NAME						
NATIONALITY	ADVAN	ADVANCEMENT POINTS				
@ ATTRIBUTES @						
MIGHT	MELEE ATTACK	Might +	Might + Quickness			
	Melee Damage	Might +	Might + Vitality + Damage die			
VITALITY	RANGED ATTACK	Intellect	Intellect + Quickness			
	RANGED DAMAGE	Intellect	Intellect + Quickness + Damage die			
	DEFENCE	10 + Qi	10 + Quickness + Intellect + Courage			
INTELLECT	DAMAGE REDUCTIO	N See Eau	See Equipment			
COURAGE						
	O WEAPONS DAMAGE DAMAGE					
FAITH	NAME	DIE	SPECIAL			
@ SKILLS @	LONGSWORD (1H)	D12	On a 1: ignore Damage Reduction			
ATHLETICS	Londsword (2H)	2D8	On two 1's: ignore Damage Reduction			
AWARENESS	DAGGER	D6	On a 1: ignore Damage Reduction			
CRAFT	MACE	2D4	On a 1: permanently reduce Damage Reduction by 1			
COURTESY	AXE	D8	On a 1: shatter shield, or reduce			
EXPLORE	CROSSBOW	D10	Damage Reduction by 1On a 1 or 2: ignore Damage			
HEALING		2.0	Reduction			
HISTORY						
HUNTING	DEGRANSCOLO	ARMOUR				
INSPIRE	NAME					
INSIGHT	CHAINMAIL					
PERSUADE	SHIELD					
RELIGION	SHIELD	+2 Damage Reduction				
STEALTH						
TRAVEL						

HEIRS TO HERESY

	FAITH POINTS					
MAXIMUN	A CUR	RENT	CRIPPLING BLOW			
10 + Might + Cour Vitality	rage +		Courage + Faith			
	stunned	Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns.				
	BLEEDING	Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck.				
	broken limb	It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck.				
	DYING		Start of turn: you die. Healing Test (difficulty = maximum health) to uncheck.			

EQUIPMENT

SPECIAL ABILITIES

NOTES