	Drunke	en Bear	Experience	
Rules: 2nd Edition		Player:	0 total - 0 spent = 0 banked	
Concept: Broken Craftsman				
Motivation: Find a Motivation				
Attributes		Virtues	Backgrounds	3
Strength	••••0	Compassion Temper ●●●○○○●○○		●●● 00
Dexterity				••000
Stamina	●●●○○	Conviction Val		_00000
Charisma	●●●○○			_00000
Manipulation	●●000			00000 00000
Appearance	●0000			_000000
Perception		Languages		_00000
Intelligence	$\bullet \bullet \bullet \bullet \circ$	Seatongue, Old Realm		_00000
Wits	●0000 J] [00000
Abilities		Willpower	Social Comba	at
	00000		Join Debate 2	Dodge MDV 6
+ Athletics	00000		Attack Speed Honesty Attack/MDV	Deception Rate Attack/MDV
	00000		Presence 4 3 2	2 1 2
+ Dodge	00000 00000	Intimacies	Performance 6 3 2	2 1 1
Martial Arts	00000	Song of the Anvil (Soothing Waves Smith		2 1 2
	00000	Favor Tavern, [pick one other player]		on DV Modifiers Modifier
	•••00		Join Debate 5 None Appeara	nce Difference
Thrown	00000		Attack Above -2 Motivatio Monologue 3 -2 Intimacy Miscellaneous 5 -2 Intimacy	n +/- 3 +/- 2 +/- 1
War	●0000			
Craft	•••••		Arsenal	
+ 🗆 Larceny	00000	Name Spe	d Accuracy Damage Defence Rate	Range Tags
	0000		+1 5 +0 4 B +2 3 3	<u>N</u>
	00000		+0 4 +3 7 B -2 1 2	N N
	00000	Clinch	i +0 4 +0 4 B +0 2 1	<u>C,N,P</u>
+ 📙 Ride	00000		┥┝═╎┏═┥┝═┥┢═┥┝═┥	<u> </u>
□ Sail	00000			<u> </u>
	00000			
+ ☐ Stealth □ Survival	●00000	_		
			Panoply	-
	00000	Name	Soak (B/L/A) Hardness (B/L)	Mob.Pen. Fatigue
E ☐ Investigation	00000 00000	Natural Soak	3 0	
⊻ Lore Medicine	00000			
	00000			
		Total		
Crafts	00000	L	Close Combat Range	
Craft - Air Craft - Earth	●●000		Movement & Health	-
Craft - Fire		Move Dash Jump (H/V) Health	Levels Rules	
Craft - Water	00000	$\begin{bmatrix} 4 \\ 10 \\ 10 \\ 5 \\ -0 \end{bmatrix}$	Health: Bashing dam per 3 hours. Lethal dam.	age heals 1 health level age healing rate varies (
Craft - Wood	••••0	3 9 8 4 -1	-0 = 6 hours; -1 = 2 days week; Incapacitated = 1	s; -2 = 4 days; -4 = 1
	_00000		times if not resting. Aggination as lething	avated damage heals
	_00000	2 8 6 3 -2	magically. ▶ Death and Dving: If of	
	_00000		by Lethal or Aggravated they lose one Dying leve	suffer further damage,
	_00000	1 6 2 1 -4 Subtract Mab Dan Turing for h jump Incan	Dying → Marking Damage: Dying → Marking Damage: Dying → Marking Damage:	
Specialties		Subtract Mob. Pen. Twice for h. jump. Incap		
	000		Combat	
	000	Join Battle 2	odge DV 2 Knockdown 6 7 S	tunning 3 6
	000		-Mob.Pen Threshold / Pool	Threshold / Pool
	000	Order of Attack Events	ckdown acters are knocked down if an attack deals	S Speed DV Pen
	000	1. Declare Attack	raw damage than their Knockdown hold, Roll Knockdown Pool (2) to avoid. Join Battle	Varies None
	000	2. Declare Defence Risi 3. Attack Roll cha	cters take a -1 external penalty to all Physical Attack	5 -1 Varies -1
	000	5. Subtract Penalties/Apply Defenses 6. Defence "Reroll"	Ining Coordinate Attack	5 None 3 -1 3 None 0 None
	000	7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage dam	acters who suffer more health levels of ge than their Stun Threshold in a single Dash	3 -2
	000	To: Apply Damage, Knockdown & Sturning Star	ina) or be stunned until their attacker next	5 Varies 5 -1 5 -1
+ : This ability is commonly affected by mobili	ty penalty.	Full combat rules on pages 140-158.	Stunned characters take a -2 internal ty to all non-reflexive physical rolls.	5 Special
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