Rules: 2nd Edition	) i	Player:	0 total - 0 spent = 0 banked
Concept: Protect	tive Ranger		
Motivation: Prote	ect the Emerald Point community		J (
	Attributes	Virtues	Backgrounds
Strength	••000	Compassion Temperance  ● ● ○ ○ ○ ● ● ○ ○ ○	Allies ●●○○○
Dexterity	••••		Resources
Stamina	●●●○○	Conviction Valor	00000
Charisma	•••00		00000
Manipulation	●0000		00000
Appearance	●●○○○		00000
Dercention	•••00	Languages	00000
Perception Intelligence	••000	Seatongue, Old Realm	00000
Wits	••000		_  00000
VVIIS			_) (00000
	Abilities	Willpower	Social Combat
Archery	••••		Join Debate 5 Dodge MDV 5
+ Athletics	●0000		Attack Speed Honesty Deception Rate Attack/MDV Attack/MDV
☐ Awaren	ess •••OO		Presence 4 4 2 2 1 2
+ Dodge		Intimacies	Performance 6 3 2 1 1 1
ছ ☐ Integrity	••000		Investigation 5 3 2 1 1 2
☐ Martial A		Emerald Point, Soothing Waves Monastary	Common Actions Common DV Modifiers
□Melee	00000		Action Speed DV Source Modifier
Resistar			Usin Debate 5 None Appearance Difference Attack Above -2 Motivation +/- 3 Monologue 3 -2 Virtue +/- 2
Thrown	00000		Monologue 3 -2 Virtue +/- 2 Miscellaneous 5 -2 Intimacy +/- 1
□War	00000		
☐ Craft	●0000		Arsenal
+ ☐ Larceny	●0000	Name Speed Accuracy	
Linguist	cs •0000	Punch 5 +1	6 +0 2 B +2 3 3 N
☐ Perform	ance OOOOO	Kick   5 +0	5 +3 5 B -2 1 2 N
Presence	e ●0000	Clinch 6 +0	5 +0 2 B +0 2 1 C,N,P
- + □ Ride	00000		
☐ Sail	●●○○○		
☐ Socialize	●0000		
_			
+ ☐ Stealth	••000		
+ ☐ Stealth ☐ Survival	••••• ••••		Pananly
	•••00		Panoply  Park (R/I/A) Hardness (R/I) Mah Ban Fatigue
☐ Survival	●●●○○ racy ○○○○	Name	Soak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
☐ Survival	racy		
□ Survival □ Bureauc	■●●○○ racy ○○○○ ation ○○○○	Name	Soak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
Survival  Bureauc  Investig	racy	Name	Soak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
Survival  Bureauc  Investige  Lore  Medicine	racy 0000 ation 0000 0000 0000 0000	Name S Natural Soak [	Soak (B/L/A)         Hardness (B/L)         Mob.Pen. Fatigue           3         0
Survival Bureauc Investige Lore Medicine	racy	Name S Natural Soak [	Soak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
Survival Bureauc Investige Lore Medicine Occult	racy	Name Natural Soak  Total	Soak (B/L/A)         Hardness (B/L)         Mob.Pen. Fatigue           3         0
Survival Bureauc Investige Lore Medicine Occult  Craft - Air Craft - Earth	racy	Name Natural Soak  Total  Moven	Soak (B/L/A)
Survival Bureauc Investige Lore Medicine Occult	racy	Name Natural Soak  Total	Hardness (B/L)   Mob.Pen. Fatigue   3   0   0   0   0   0   0   0   0   0
Survival  Bureauc  Investige  Lore  Medicine  Occult  Craft - Air  Craft - Earth  Craft - Fire	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0  Close Combat Range  Range  Health  Rules  Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies ( -0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0  Close Combat Range  Range  Rules  Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Pleath: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies ( -0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Rules  Rules  Health  Health  Rules  Health  Health  Rules  Health  Health  Rules  Health
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Action (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  Bright (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  Bright (B/L/A)  Bright (B/
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Rules  Health  Rules  Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Agravated damage healed armagically.  Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name   Natural Soak	Action (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Range  Range  Range  Range  Range  Range  Range  Rules  Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Marking Damage:  Bashing Lethal Aggravated
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	Paracy	Name   Natural Soak	Action (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  Bright (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  Bright (B/L/A)  Bright (B/
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name   Natural Soak	Rules  Hardness (B/L) Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Plantin: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies ( 0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Duble these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  Dying Dying If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Marding Damage:  Bashing Lethal Aggravated  Combat
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name   Natural Soak	Rules  Hardness (B/L) Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Plantin: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies ( 0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Duble these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  Dying Dying If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Marding Damage:  Bashing Lethal Aggravated  Combat
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	Pracy	Name	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Pelatith: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically and bying: If characters incapacitated by they lose one Dying level per "Inactive" action.  Marking Damage:  Bashing Lethal Maggravated  Combat  Knockdown 5 7 Stunning 3 5 Threshold / Pool  Common Actions
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat  Range  Nenent & Health  Rules  Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Agravated damage heals at the same rate as lethal but cannot be healed magically.  Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Marking Damage:  Bashing Lethal Aggravated  Combat  Knockdown 5 7 Stunning 3 5 Threshold / Pool  Common Actions Action Speed DV Pen
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	racy	Name	Ack (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Pleatith: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (100 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	Paracy	Name	Acked (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Pleatith: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (0 0 - 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically or Apgravated suffer further damage, they lose one Dying level per "Inactive" action.  Marking Damage:  Bashing Lethal Aggravated  Combat  Knockdown  Aggravated  Common Actions  Act
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	Paracy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Soak (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat  Range  Petalth: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  Dying  Dying  Marking Damage:  Bashing Lethal Maggravated  Aggravated  Combat  Knockdown 5 7 Stunning 3 5 Threshold / Pool  Threshold / Pool  Common Actions  Action Speed DV Pen  John Battle  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack Varies -1  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack 5 None  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack 5 None  Rouger Varies None  Ready Weapon 5 - 1  Physical Attack 5 None  Rouger Varies None  Rouger Survey Varies None  Rouger Sur
Survival Bureauc Univestige Univestige Creft - Air Craft - Earth Craft - Fire Craft - Water	Paracy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Action Actions  Action Actions
Survival Bureauce Investige Lore Medicine Craft - Air Craft - Earth Craft - Fire Craft - Wood	Per contract	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Acked down if an attack deals than their Knockdown ockdown Pool (2) to avoid. requires an action. Prone 1 external penalty to all call rolls. a reflexive Stun roll (damage. a long and three health levels of Stun Threshold in a single reflexive Stun roll (damage. a long and the store of the single reflexive Stun roll (damage. a long and the same rate as lethal but cannot be healed magically and pying. If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Action Speed DV Pen Stunning 3 5 Threshold / Pool  Common Actions  Action Speed DV Pen John Battle Varies None Ready Weapon 5 -1 Physical Attack Varies -1 Coordinate Attack Varies -1 Coordinate Attack Varies -1 Coordinate Attack Varies -1 Physical Attack Varies -1 Physical Attack Varies -1 Coordinate Attack Jone Move 0 None Dash Move 0 None Dash Miscellaneous 5 Varies  Miscellaneous 5 Varies  Varies Varies  Varies Varies -1 Varies -1 Varies -1 Varies Varies -1 Varies
Survival  Bureauc  Investige Lore Medicine Craft - Air Craft - Earth Craft - Fire Craft - Wood  Traft - Wood  H: This ability is come	Paracy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Stack (B/L/A)  Hardness (B/L)  Mob.Pen. Fatigue  3 0 0 0 0 0 0 0 0 0  Close Combat Range  Pleast Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (10 - 0 - 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  Dying  Dying  Dying  Bashing Lethal Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  Marking Damage:  Bashing Aggravated Suffer further damage, they lose one Dying level per "Inactive" action.  Marking Damage:  Marking Damage:  Aggravated  Combat  Action  Common Actions  Action  Speed DV Pen  Join Battle  Varies None Ready Weapon  For Stun Threshold / Pool  Coordinate Attack  Alm  Join Battle  Varies None Ready Weapon  For Stun Threshold in a single reflexive Stun roll (damage - 10 hone)  Marking Damage - 10 hone  Adm  Speed DV Pen  Join Battle  Varies None Ready Weapon  For Stun Threshold in a single reflexive Stun roll (damage - 10 hone)  Move  One None  Move  None  Move  None  None  Move  None  None  Move  None  None  Rise from Prone  Special
Survival Bureauce Investige Lore Medicine Craft - Air Craft - Earth Craft - Fire Craft - Wood	Pracy	Name Natural Soak  Total  Moven  Move Dash Jump (H/V) Health Levels  5 11 6 3 -0	Action Actions  Action Actions

Granite Hunter

Experience