

Granite Hunter

Rules: 2nd Edition Player: _____
 Concept: Protective Ranger
 Motivation: Protect the Emerald Point community

Experience

0 total - 0 spent = 0 banked

Attributes

Strength ●●○○○
 Dexterity ●●●●●
 Stamina ●●●○○
 Charisma ●●●○○
 Manipulation ●○○○○
 Appearance ●●○○○
 Perception ●●●○○
 Intelligence ●●○○○
 Wits ●●○○○

Virtues

Compassion ●●○○○
 Temperance ●●○○○
 Conviction ●●●●●
 Valor ●●●○○

Backgrounds

Allies ●●○○○
 Resources ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Abilities

War

- Archery ●●●●●
- Athletics ●○○○○
- Awareness ●●●○○
- Dodge ●●●○○
- Integrity ●●○○○
- Martial Arts ○○○○○
- Melee ○○○○○
- Resistance ●●○○○
- Thrown ○○○○○
- War ○○○○○

Life

- Craft ●○○○○
- Larceny ●○○○○
- Linguistics ●○○○○
- Performance ○○○○○
- Presence ●○○○○
- Ride ○○○○○
- Sail ●●○○○
- Socialize ●○○○○
- Stealth ●●○○○
- Survival ●●●○○

Wisdom

- Bureaucracy ○○○○○
- Investigation ○○○○○
- Lore ●○○○○
- Medicine ○○○○○
- Occult ○○○○○

Crafts

Craft - Air ○○○○○
 Craft - Earth ●○○○○
 Craft - Fire ○○○○○
 Craft - Water ○○○○○
 Craft - Wood ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Specialties

_____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

+: This ability is commonly affected by mobility penalty.

Languages

Seatongue, Old Realm

Willpower

●●●●●●●●○○
 □□□□□□□□

Intimacies

Emerald Point, Soothing Waves Monastery

Social Combat

Join Debate **5** Dodge MDV **5**

Attack	Speed	Honesty	Deception	Rate
	Attack/MDV	Attack/MDV	Attack/MDV	
Presence	4	4	2	1
Performance	6	3	2	1
Investigation	5	3	2	1

Common Actions		Common DV Modifiers	
Action	Speed	DV	Source
Join Debate	5	None	Appearance
Attack	Above	-2	Motivation
Monologue	3	-2	Virtue
Miscellaneous	5	-2	Intimacy
			Difference
			+/- 3
			+/- 2
			+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	6	+0	2	B	+2
Kick	5	+0	5	+3	5	B	-2
Clinch	6	+0	5	+0	2	B	+0

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	0		

Total	3	0	0	0

Close Combat Range

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
5	11	6 3	-0
4	10	4 2	-1
3	9	2 1	-2
1	7	0 0	-4

Subtract Mob. Pen. Twice for h. jump. Incap.

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

Combat

Join Battle **5** Dodge DV **4** Knockdown **5** **7** Stunning **3** **5**

-Mob.Pen Threshold / Pool Threshold / Pool

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.	Action Speed DV Pen
2. Declare Defence		Join Battle Varies None
3. Attack Roll		Ready Weapon 5 -1
4. Attack Reroll		Physical Attack Varies -1
5. Subtract Penalties/Apply Defenses		Coordinate Attack 5 None
6. Defence "Reroll"		Aim 3 -1
7. Calculate Raw Damage		Guard 3 None
8. Apply Hardness & Soak, Roll Damage		Move 0 None
9. Counterattack		Dash 3 -2
10. Apply Damage, Knockdown & Stunning		Miscellaneous 5 Varies
Full combat rules on pages 140-158.		Jump 5 -1
		Rise from Prone 5 -1
		Inactive 5 Special