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- 1.
- 2.
- 3.



Nurture d

BATTLE



DAMAGE



any = Reeling	<input type="checkbox"/> d8 concealment penalty
1 = Hurt	<input type="checkbox"/> +1 future Damage on you
2 = Panicked	<input type="checkbox"/> can't Attack or Rally
3 = Injured	<input type="checkbox"/> +1 future Damage on you
4 = Dying	<input type="checkbox"/> get first aid!
5 = Dead	<input type="checkbox"/> Do you have a Combat Save?
6 = Overkilled	<input type="checkbox"/> Allies Near you become Panicked



\$

¢

Nurture

Vehicles

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)



GIFTS



1

Focus and Wait ... or Take Any Two Actions — **Aim** for bonus d8 vs. one target • **Attack** • **Control** a vehicle • **Dash** to Reach, Close, Near, Short Range • **Guard** for bonus d8 vs. all attacks • **Put away** a weapon • **Rally** a friend using Will & Tactics Dice • **Ready** a weapon • **Recharge** an Action Gift • **Recover** from Reeling • **Reload** • **Scramble** a random distance • **Stand up** • **Stride** one pace • perform a **Stunt** and end your turn, Reeling

Bugbear



"Magic is just science
I don't know yet!"



Wizard



Magician's (Magic d8)



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\$ 24

Favorite Use	Marks	SKILLS	Dice from...		
			Marks	Nature	Nurture
	//	Academics	d6		d8
		Athletics			
		Craft			
	///	Deceit	d8	d6	
		Endurance			
	//	Evasion	d6	d6	
		Fighting			
		Negotiation		d6	
		Observation			d8
	/	Presence	d4		
		Questioning			
		Shooting			
	/	Supernatural	d4		d8
		Tactics			
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)

[illegible]

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Martin Manchester



"Don't lose hope,
not now, not ever."



Performer



DAMAGE



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3 = Injured	<input type="checkbox"/>	+1 future Damage on you
4 = Dying	<input type="checkbox"/>	get first aid!
5 = Dead	<input type="checkbox"/>	Do you have a Combat Save?
6 = Overkilled	<input type="checkbox"/>	Allies Near you become Panicked



\$ 12

¢

GOALS

- 1.
- 2.
- 3.

Experience



Favorite Use	Marks	SKILLS	Marks	Dice from... Nature	Nurture
		Academics			
		Athletics			
		Craft			
		Deceit			d4
	//	Endurance	d6		
		Evasion			
	/	Fighting	d4		
	///	Negotiation	d8	d8	
		Observation			d4
	//	Presence	d6		d4
		Questioning		d8	
	/	Shooting	d4		
		Supernatural			
		Tactics		d8	
		Vehicles			

(One Mark = d4, Two Marks = d6, Three Marks = d8, Four Marks = d10, Five Marks = d12, Six Marks = d12, d4, etc.)



GIFTS

[illegible]

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Character Name

Maga

NOGGLE STONES

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Player's Name

GOALS

- 1.
- 2.
- 3.

Experience



Personal Motto:

"As the last of my line,
I will keep my family
safe."



TRAITS



Body d 6

Speed d 6

Mind d 4

Will d 6

Nature d 8

Nurture d 8

Dragon-Bride

Warrior



BATTLE



Initiative

d12, d6, d4

Speed Dice & Mind Dice

Dodge Defense

d8, d6

Speed Dice & Evasion Dice

Stride Dash

1

3

One One-half Speed
+1 if Body > Speed

Scramble Run

d6

15

Speed Dice Body + Speed
+ Dash

Main Attack Attack Dice

Lainneine Sword @ Close 3d8, 3d6

Threat? Close Effect

Block? ☒ Yes ☐ No Damage +1 Slaying

Backup Attack Attack Dice

Nanogene Bow @ Very Long d8, 2d6, d4

Threat? No Effect

Block? Yes ☒ No ☐ Damage +1 Slaying

Soak (Body Dice)

2d6

Outfit (and Bonus, if any)

Dragon-Bride (Armor 3d6)



DAMAGE



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MONEY



\$ 24

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GIFTS



Name

Recharge?

Combat Save (X to negate Dying, Dead, Unconscious on self; reduce Overkilled to Dying)

Rest ☐

Personality: Intense (X to claim a bonus d12 on one appropriate roll)

Rest ☐

Nature Danger Sense (d12 to Initiative or to observe danger)

☒

Nature Dragon-Bride's Trappings (stuff!)

Chapter ☐

Nurture Resolve (include Will as bonus Soak dice)

☒

Nurture Veteran (aim or guard for d12 bonus, not d8)

☒

Toughness (X to make damage Weak)

Rest ☐

Blade Combat (bonus d8 to Blades)

☒

Knockout Strike (make damage Weak, Subdual)

☒

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