

CHAOS

VITALITY (VIGOR+)

DETERMINATION

ARMOR SCORE

CONDITIONS & INJURIES

NAME

PLAYER

ATTRIBUTES & SKILLS

VIGOR

FIGHTING

ATHLETICISM

MOBILITY

ENDURANCE

APTITUDE

SENSES

OPERATE

CREATION

KNOWING

PROWESS

TRICKERY

EVASION

AIM

MANEUVERS

EMPATHY

STABILITY

HEALING

INSPIRATION

PERSUASION

BURDEN
EFFORTLESS (VIGOR X2)

MAXIMUM (VIGOR X4)

CURRENT

DRIFTMARKS & FEATURES

GEAR

SUPPLY	ITEM	SUPPLY SCORE	BURDEN	TRAITS (BONUS, DAMAGE, RANGE, SPEED, GRIP, ETC.)
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LONG ACTIONS (1 PER ROUND)

ACTION	PREREQUISITES	SKILL
CRAWL	YOU ARE PRONE	—
FIRST AID	—	HEALING
MELEE ATTACK	ENGAGED	FIGHTING
RANGED ATTACK	RANGED WEAPON	AIM
RELOAD	GEAR HAS SUPPLY SCORE	—
SKILL ACTION	(VARIES)	(VARIES)
SHORT ACTION	(SEE BELOW)	(SEE BELOW)

SHORT ACTIONS (1 PER ROUND)

ACTION	PREREQUISITES	SKILL
ZERO IN	RANGED WEAPON	—
BLOCK ATTACK	ATTACKED (MELEE)	FIGHTING
DISENGAGE	ENGAGED	MOBILITY
DODGE ATTACK	ATTACKED, NOT ENGAGED	EVASION
DRAW WEAPON	FREE HAND	—
DROP PRONE/STAND	—	—
GRAPPLE ATTACK	GRAPPLED OPPONENT	—
TRAVERSE	—	—
RUN	NOT ENGAGED	—

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