

ENVOY NAME

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY **AGL** _____
 STRENGTH **STR** _____
 STAMINA **STA** _____
 FOCUS **FOC** _____
 PERSONALITY **PSY** _____
 WILLPOWER **WPR** _____
 DEXTERITY **DEX** _____
 PERCEPTION **PCN** _____
 REFLEXES **REF** _____
 SENSING THE UNKNOWN **STU** _____

SKILLS

Movement _____
 Prowess _____
 Close Quarters Combat _____
 Research _____
 Communication _____
 Interview _____
 Fieldcraft _____
 Investigation _____
 Ranged Weapons _____

SPECIALIZATIONS

DAMAGE

INJURY

- Superficial (-5 STA)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Critical (-50 penalty)
- ☐ Lethal

TRAUMA

- Distressed (-5 WPR)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Traumatized (-50 penalty)

SHOCK ☐

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

- ☐ Communicative
- ☐ Protective
- ☐ Incorporeal
- ☐ Restorative
- ☐ Kinetic
- ☐ Sensing

EDGES AND DRAWBACKS

DRIVE

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HISTORY

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SPECIFIC CHECKS

Roll is **doubles** and **lower than TN** **COLOSSAL SUCCESS**
 Roll is **lower than half of TN** **HIGH SUCCESS**
 Roll is **lower or equal to TN**; more than half the TN **LOW SUCCESS**
 Roll is **higher than TN** **FAILURE**
 Roll is **doubles** and **higher than TN** **BOTCH**

TURN A LIGHT TOKEN DARK TO...

Add 10 to a target number. Multiple uses on a roll, can do after a roll.

Activate the Art. See specific discipline in Chapter Three.

Automatically succeed on a Sensing the Unknown check.

Gain Insight. Uncover a relevant fact about the situation.

Reduce level of Trauma suffered from a Resolve check.

Save the life of an envoy. Requires turning *all* light tokens dark.

SAVE HQ



LOCATION

CURRENT CASE