

Injuries	
Mild	
Serious ♦ Make checks every minute	
Critical ♦ Make checks every round	
Dead!	

<b>Name:</b>	<b>Description:</b>
<b>Race:</b>	
<b>Background:</b>	



**Long  
Adept**

**Brim**  
**+1 Rank**

Rank Checks	
Rank	Beat a
Layman	3
Novice	5
Adept	7
Master	9
Inhuman	11


## Shock

3

Edge Points ☐ ☐ ☐

[illegible]

Axes	Block, Disarm, Ranged Attack*, Reach Attack	+1	+2	+3	+4	+5	+6
Hammers	Block, Reach Attack, Shove	+1	+2	+3	+4	+5	+6
Brawling	Block, Escape, Pin, Reach Attack, Shove, Strangle	+1	+2	+3	+4	+5	+6
Knives	Ranged Attack*, Reach Attack	+1	+2	+3	+4	+5	+6
Polearms	Block, Disarm, Ranged Attack*, Reach Attack, Trip	+1	+2	+3	+4	+5	+6
Ropes	Pin, Reach Attack, Strangle, Trip	+1	+2	+3	+4	+5	+6
Shields	Block*, Shove, Reach Attack	+1	+2	+3	+4	+5	+6
Swords	Block, Disarm, Reach Attack	+1	+2	+3	+4	+5	+6

	Bows	Ranged Attack	+1	+2	+3	+4	+5	+6
	Handguns	Ranged Attack	+1	+2	+3	+4	+5	+6
	Ordnance	Area Attack, Ranged Attack	+1	+2	+3	+4	+5	+6
	Rifles	Ranged Attack	+1	+2	+3	+4	+5	+6
	Shotguns	Ranged Attack	+1	+2	+3	+4	+5	+6
	Thrown	Area Attack, Ranged Attack	+1	+2	+3	+4	+5	+6

Athletics	Endure, Move, Take Cover	(+1)	(+2)	(+3)	(+4)	(+5)	(+6)
Reflexes	Dodge, Sneak, Take Cover, Tumble	(+1)	(+2)	(+3)	(+4)	(+5)	(+6)
Might	Break, Endure, Heft, Shove	(+1)	(+2)	(+3)	(+4)	(+5)	(+6)

	<b>Acuity</b>	Perceive, Track	+1	+2	+3	+4	+5	+6
	<b>Bravado</b>	Distract, Persuade	+1	+2	+3	+4	+5	+6
	<b>Devices</b>	Crack, Dismantle	+1	+2	+3	+4	+5	+6
	<b>Discipline</b>	Endure, Resist	+1	+2	+3	+4	+5	+6
	<b>First Aid</b>	Bandage	+1	+2	+3	+4	+5	+6
	<b>Guile</b>	Deceive, Distract, Persuade	+1	+2	+3	+4	+5	+6