FuZion Interlock Custo	om System v7.3			Al-Malik Fiefs / Istakhr / Samarkand - 5022 AD	
EDV	VIG TORENSON			Player	
Alliance	House Torenson	DEAUTOMA	TUMLEGIS /	Caste	
STR strength 3 L BOD body 1NT 6 STEM STEM STEC 4 AGI agility 3	CON constitution MOV movement WIL willpower PRE CON STR+CON BOD+CON)x RES WIL+PR TO		Azurites Diamonds Rubies Experience Earned Experience Spent Experience Pool	Species Vrthish Rank Gender male Age 67 Height (cm) 171 Weight (kg) 62 Whiskies and wine specialist	
Academia Acrobatics Acting Alchemy Arts(A) Athletics Beastcraft Bribery Bureaucracy Cryptography Cybernetics Demolition Disguise	Dogma(B) Driving(C) Empathy Stiquette Fight Focus Forgery Gambling Gunnery Heavy Weapons Householding	Interrogation Knavery Leadership Linguistics(D) Local Expert(E) Lore(F) Magna Carta Melee Navigation Observe Occult Arts	Persuasion Politics Redemption(H) Remedy Riding Science(I) Search Security Seduction Sensors Shadowing	Spycraft Stealth Stoic Body Streetwise Streetwise Surgery Surgery Surveillance Survival Teaching Think Machine Trading Stealth Trading Streetwise Trading Trading	Phology(J)
(A) Cooking(C) Landcraft(D) Latin(D) Urthish	2 (F) Oenologia 2 (H) Tinkering 2 (I) Botany 2	3 2 3			
NAME	Standard Roll: 1D12 + Sk Margin = Roll - DV Margin > DV => Critical Margin < 0 => Failure Roll < 0 => Critical Fai 12 on D12 => Roll += ano 1 on D12 => Roll -= anot	Success Lure ther D12, etc		(2) + Attribute + Skill (1W) => margin = margin x 2 (12) + Attribute + Skill (2W) => margin = margin / 2 ((margin div 3)+DMG) x D6	
HIT POINTS 35 Stamina Penality Save Shield Hits 7 Shield Power Trigger Range Head 12 Strong Arm 10-11 Torso 7-9 Weak Arm 5-6 Strong Leg 3-4 Weak Leg 1-2	Head WA SP SA 2 NW ZSP MW SW MW SW Torso SW VL 2 SP SL 2 SP MW 2 SP MW SW MW SW SW SW	Glamour Current Cr	rushes bernacle		