FuZion Interlock Custom System v8.0 JACOB ANTONOVICZ DECADOS Royale House Decados Nobility Alliance Caste Urthish Species CON STR STA 00000 Azurites 2 BOD/2-1 strength STR+CON Rank MOV END BOD STU Diamonds 00000 body (BOD+CON)x5 BOD+CON 73 male | Gender | Åge DMG 00000 Rubies WIL+PRE STR/2-2 175 65 . | Weight (kg) Height (cm) HUM TEM PRE **TOL** 12 TEM+WIL \ (TEM+WIL)x5 **Experience Earned** temper presence TEC REF PAS WYR 15 INT+REF reflexes TEM+AWA **Experience Spent** AWA SPD RUN AGI M0Vx2 agility REF/2 awareness **Experience Pool** Secondary Attributes **Primary Attributes** Skills + Roots Persuasion Dogma(B) Academia Inquiry Sneak Acrobatics Driving(C) Interrogation Politics Stealth Empathy Redemption(H) Stoic Body Acting Knavery **Etiquette** Leadership Remedy Stoic Mind Alchemy Linguistics(D) Arts(A) Fight Riding Streetwise Lore(F) Athletics _____ Science(I) Surgery Focus Magna Carta Beastcraft Forgery ------Search Survival Gambling Teaching Melee Security_____ Bureaucracy Cybernetics ... Gunnery Navigation _____1 Seduction Think Machine Sensors Trading Demolition Heavy Weapons Observe ___ Householding Occult Arts Shadowing Warfare Disguise Xenology(J) Performance(G) Shoot Dodge..... Impress. **Skill Specialties** (A) Sculpture (F) House Decados (B) Vuldrok Erdgheist (F) House Gesar (D) Imperial Battle Slang (F) Jakovian Agency 2 (D) Urthish (F) Stigmata System 2 (D) Vuldrok (F) Symbiots 2 (F) Hargard System. Standard Roll: 1D12 + Skill + Attribute /vs/ DV (Optimistic Accent Roll): min(NxD12) + Attribute + Skill (N-1xW) => margin = margin x N NAME DV [Pessimistic Accent Roll]: max(NxDl2) + Attribute + Skill (N-lxW) => margin = margin / N Margin = Roll - DV Very Hard 30 Margin > DV => Critical Success (God Mode Roll): 12! + D12 + Attribute + Skill (4W) => margin = margin Hard 25 Margin < 0 => Failure (Pancreator Is My Bitch Roll): GM mid(3D12) + Attribute + Skill (1W) => margin = margin Challenging 20 Roll < 0 => Critical Failure Melee/Fight additional damage = ((margin div 3)+DMG) x D6 + (margin mod 3) (Ex:8=>2D6+2) Moderate 15 Easy 10 12 on D12 => Roll += another D12, etc XP: Primary/Occult Lvl: Tx5xp; Skill: Txp; Occult Power/Fighting Style: Tx3xp Piece of Cake 5 1 on D12 => Roll -= another D12, etc HIT POINTS Head Sanity Psychosis Incompatibility 45 35 WA SA Penality Stamina 2 Save Shield Hits Glamour Current Crushes Torso 9 15 WL SL Shield Power Trigger Range

Wyrd

Current

Tabernacle

MW

Head 12 Strong Arm .. 10-11

Torso 7-9

 Weak Arm
 5-6

 Strong Leg
 3-4

 Weak Leg
 1-2

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Armor Cat	HE TO SA WA SL WL	Enc TL	
Weapon Cat Calibe	r WA DC	RE CO Clip ROF RNG	
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		<u></u>	
Shield min MAX Hits			
<u> </u>			
Cyber Devices			
Replacement Reference Right Arm Duke Antonovicz Right Arm	TL Inc. 6 20	Comp. Description 26	Cyberfeatures Self-powered [Power Source:1], Obvious
			[Look:0], Metal [Material:0], Automaintenance [Quality:3], Master Guildwork [Quality:2], Armor (3 SP)
			[Trait:6], Hypertouch [Trait:1], Enhanced Attribute (+4) [Trait:8], Pain Desensitivity
			[Trait:3], Think Machine (Skill Program +2) [Trait:1], Organic [Attachment:-2],
			Replacement Limb [Trait:2], Weaponry (Retractible Wolfers) [Trait:1]
Cerebral Upgrade Duke Antonovicz Cortex Implant	6 15	14	Self-powered [Power Source:1], Messy
			[Look:-1], Master Guildwork [Quality:2], Cybersense (Spy radio) [Trait:3], Enhanced
			Reflexes (+2) [Trait:2], Think Machine (Data Interface 2) [Trait:2], Think Machine (Skill
	-		Program +2) [Trait:1], Think Machine (Neural Interface) [Trait:3], Think Machine
			(Multitasking 1) [Trait:1], Carved [Attachment:0]
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FuZion II	nterlock Cus	tom System v8.0						
Cat Tour of D O Urthish 10 High Cou 20 Diploma 30 Military 40 Cybernet 40 Standard 40 Star Nat	uty Art Decado Cy Intrigue Command Command	os e d Soldier d For Bear Duty (double rounds) ran (5007) (5013)	Pts 140 20 25 48 40 20 20 7	+2} {Focus +2} {Observed TEM +2 AGI +1 AWA +2 (Vain -2) INT +2 WIL +1 PRE +1; {Arts (undefined) +1} STR +1 CON +1 BOD +1 {Leadership +2} {Melee (Big Cyber Package +40 (Custom tour for 20 pts INT +1 WIL +1 AWA +1 (Vuldrok) +1} {Lore (Hawil +1 AGI +1 AWA +1	Te +2} {Persuasion +2 2 {Etiquette +1} {Inqual AWA +1 {Etiquette +2 MOV +1 INT +1 TEN +1} {Observe +1} {Ro Solution +1} {Observe +1} {Ro Argard System) +2} (Wargard System) +2} (Wargard System) +2} (Wargard System) +2} (Wargard System) +2} {Lore (Stigmata System) +2}	+3 TEM +3 PRE +3 REF +3 TEC +3 AG } {Teaching +2} {Linguistics (Urthish) + airy +1} {Knavery +1} {Linguistics (under 2} {Inquiry +1} {Knavery +1} {Observe - 1 +1 PRE +1 REF +1 AGI +1 AWA +1 {A emedy +1} {Shoot +2} {Survival +1} {W serve +1} {Sensors +1} {Think Machine Vell-Traveled +3) } {Leadership +1} {Remedy +1} {Stealth System) +2} {Lore (Symbiots) +1}	-1} {Lore (undefined) efined) +1} {Lore (und +1} {Persuasion +1} {! thletics +1} {Dodge + 'arfare +2} (Nobility + +1} {Dogma (Vuldrok	+1} lefined) +1} (Suspicious +2) Seduction +2} {Stealth +1} 1} {Fight +1} {Impress +2} 3) Erdgheist) +1} {Linguistics
Benefice/Affliction	Value	Description		Notes				
Big Cyber Package	40	At least 2 major enhan	ncements.					
Cash	3	600 Kufala						
Nobility Rise Rank By 2	3	Knight						
Well-Traveled	3	Major house Fief						
Occult Arts								
Stigma: Pathes:				LVL DRK				
LvI Path	Ritu	ıal	GLP		Value			

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4/4

Iron will

Melee

Charm others

Heavy weapon fire

Fight/Martial Arts

Convince someone with bullshit

JACOB ANTONOVICZ DECADOS

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Shortcut Notice something	Label AWA + Observe	Score 14
Deduce from data	INT + Inquiry	9
Stabilize wounds	INT + Remedy	9
Swimming	BOD + Athletics	8
Avoid being hit	AGI + Dodge	8
Keep focused on a task	WIL + Focus	8
Give orders to subsidiaries	PRE + Leadership	8
Convince someone with arguments	PRE + Persuasion	8
Fire a ranged weapon	REF + Shoot	8

REF + Fight

PRE + Knavery

PRE + Seduction

REF + Heavy Weapons

REF + Melee

WIL + Stoic Mind

Assets & Money Wallet Money:

Possessions, Gear & Equipment

Bank Accounts:

7

7

7

Experience Details

Ability

Cuml. changes

OP Equiv

XP spent