FuZion Interlock Cus	tom System v7.3			Al-Malik Fiefs / Istakhr / Samar	kand - 5022 AD
EMME	ETT VAN GELDER	AIJING		Player	
	louse Van Gelder	DE AUTOMAT	THM LEGIS	Caste	Mobility
STR	CON	REC STA	Azurites	Species	Urthish
strength (b) (ND STU	Diamonds OOO	Rank	Knight)
body (4) (movement (BOD+CON	RES O DMG	Rubies 0000	Gender male Age	34)
intellect (T) (PRE 1	PRE STR/2-2 HUM (TEM+WIL) v5		Height (cm) 178 Weight	(kg) 73
TEC 3	X \	PAS II (12) WYR	Experience Earned	A festive guest	
AGI		SPD RUN SF/2 4 8 MOVx2	Experience Spent Experience Pool		
agility (awdielless nt	FIOXE	Experience Poor		
Academia	3 Dodge	7 Inquiry		Sneak	3 Xanology(J)
crobatics cting	- Driving(C)		4 Politics	Stealth	
arts(A)		Leadership Linguistics(D)		•	3
thletics eastcraft	,				
ribery	Forgery	2 Magna Carta	Search	Surveillance	-
	e 116	N.A. 1			
·	Gambling Gunnery		Cadaration		2
ryptography ybernetics	Gunnery Heavy Weapons	Navigation Observe	Seduction Sensors	Teaching Think Machine	2
Cryptography Cybernetics Demolition	Gunnery Heavy Weapons Householding	- Navigation - Observe - Occult Arts	Seduction Sensors Shadowing	Teaching	2
Cybernetics Demolition	Gunnery Heavy Weapons Householding	- Navigation - Observe - Occult Arts	Seduction Sensors Shadowing	Teaching Think Machine Trading	2
Cryptography Cybernetics Demolition Disguise	Gunnery Heavy Weapons Householding	- Navigation - Observe - Occult Arts	Seduction Sensors Shadowing	Teaching Think Machine Trading	2
Eryptography Eybernetics Demolition Disguise (D) Urthish	- Gunnery - Heavy Weapons - Householding Impress 2	- Navigation - Observe - Occult Arts - Oratory Skill + Attribute /vs/ DV	Seduction Sensors Shadowing Shoot Optimistic Accent Roll: min(2012)	Teaching Think Machine Trading Warfare	n = margin x 2
ybernetics emolition isguise D) Urthish AME DV ery Hard 30 ard 25	Gunnery Heavy Weapons Householding Impress 2 Standard Roll: 1012 + Margin = Roll - DV Margin > DV => Critica Margin < 0 => Failure	Navigation Observe Occult Arts Oratory Skill + Attribute /vs/ DV Success	Seduction Sensors Shadowing Shoot Optimistic Accent Roll: min(2012)	Teaching Think Machine Trading Warfare	n = margin x 2
ryptography ybernetics emolition isguise D) Urthish AME DV ery Hard 30 ard 25 hallenging 20 oderate 15 asy 10	Standard Roll: 1D12 + Margin = Roll - DV Margin > DV => Critical Margin < 0 => Failure Roll < 0 => Critical F 12 on D12 => Roll += a	Navigation Observe Occult Arts Oratory Skill + Attribute /vs/ DV Success Gilure nother D12, etc	Seduction Sensors Shadowing Shoot Optimistic Accent Roll: min(2D12) Pessimistic Accent Roll: max(2D12)	Teaching Think Machine Trading Warfare	n = margin x 2
ryptography ybernetics emolition isguise D) Urthish AME DV ery Hard 30 ard 25 hallenging 20 oderate 15 asy 10 iece of Cake 5	Standard Roll: 1012 + Margin = Roll - DV Margin < 0 => Failure Roll < 0 => Critical F 12 on D12 => Roll -= an 1 on D12 => Roll -= an	Navigation Observe Occult Arts Oratory Skill + Attribute /vs/ DV Success Gilure nother D12, etc other D12, etc	Sensors Shadowing Shoot Optimistic Accent Roll: min(2012) Pessimistic Accent Roll: max(2012) Melee/Fight additional damage = (Teaching Think Machine Trading Warfare	n = margin x 2
ryptography ybernetics emolition isguise D) Urthish AME DV ery Hard 30 ard 25 hallenging 20 oderate 15 asy 10 iece of Cake 5 HIT POINTS	Standard Roll: 1012 + Margin = Roll - DV Margin < 0 => Failure Roll < 0 => Critical F 12 on D12 => Roll -= an Head	Navigation Observe Occult Arts Oratory Skill + Attribute /vs/ DV Success Gilure nother D12, etc other D12, etc Sanity Psychosis Incomp	Sensors Shadowing Shoot Optimistic Accent Roll: min(2012) Pessimistic Accent Roll: max(2012) Melee/Fight additional damage = (Teaching Think Machine Trading Warfare	n = margin x 2
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