FuZion Interlock Custom System v8.0 SHAMIJ AL JABRA DOGAN Scravers Freefolk Caste Alliance Urthish Species CON STR STA Azurites 10 BOD/2-1 strength STR+CON Associate Rank MOV **END** BOD STU Diamonds (BOD+CON)x5 BOD+CON body 26 male | Gender | Åge DMG 00000 Rubies WIL+PRE \ STR/2-2 intellect 176 58 . | Weight (kg) Height (cm) HUM TEM PRE **TOL** 10 TEM+WIL \ (TEM+WIL)x5 temper presence **Experience** Earned Fixer TEC REF PAS WYR 15 INT+REF reflexes TEM+AWA Experience Spent AWA RUN AGI SPD M0Vx2 REF/2 agility awareness Experience Pool Secondary Attributes **Primary Attributes** Skills + Roots Dogma(B) Persuasion Academia Inquiry Sneak Acrobatics Driving(C) Interrogation ..... Politics Stealth Stoic Body Empathy Redemption(H) Acting Knavery **Etiquette** Leadership Remedy Stoic Mind Alchemy Arts(A) Fight ..... Linguistics(D) 2 Streetwise Riding Athletics Lore(F) Science(I) Surgery Focus Magna Carta Beastcraft ..... Forgery ------Search Survival Gambling Melee\_ Security\_\_\_\_\_ Teaching Bureaucracy Cybernetics ... Gunnery Navigation \_\_\_\_\_\_ Seduction Think Machine Trading Demolition ..... Heavy Weapons Observe \_\_\_\_\_ Sensors Householding Occult Arts Shadowing Warfare Disguise Xenology(J) Performance(G) Shoot Dodge..... Impress **Skill Specialties** (C) Heavy Transport Vehicle 1 (I) Archaeology (C) Landcraft (D) Scravers' Cant 2 (D) Urthish (F) Aylon System \_\_\_\_\_2 (F) Poisons & Drugs Standard Roll: 1D12 + Skill + Attribute /vs/ DV NAME ..... DV (Optimistic Accent Roll): min(NxD12) + Attribute + Skill (N-1xW) => margin = margin x N Margin = Roll - DV [Pessimistic Accent Roll]: max(NxDl2) + Attribute + Skill (N-lxW) => margin = margin / N 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 Incompatibility Specialities & Rare Goods Provider Sanity Psychosis 40 0 50 WA SA Penality Stamina Save Shield Hits Glamour Current Crushes Torso 8 15 WL SL Shield Power Trigger Range 8/12 12 Head ..... 12 Strong Arm .. 10-11 Wyrd Torso ..... 7-9 Current Tabernacle Weak Arm ..... 5-6 Strong Leg .... 3-4 10 Weak Leg ..... 1-2 ok MW SW

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<b>Cat</b> 0	Tour of Duty Urthish City		Pts 140	+2] {Focus +2} {Obsert	+3 MOV +3 INT +3 WIL +3 TEM +3 PRE +3 REF +3 TEC +3 AGI +3 AWA +3 {Academia +2} {Athletics +2} {Fight erve +2} {Persuasion +2} {Teaching +2} {Linguistics (Urthish) +1} {Lore (undefined) +1} uiry +1} {Observe +1} {Streetwise +1}
10	Poor Class		5	TEM +1 {Knavery +1} {	
20	Guildhall Scraver		25	SIK +2 IEM +1 AWA + {Linguistics (Scravers' (	+2 {Dodge +1} {Gambling +1} {Impress +1} {Inquiry +1} {Knavery +1} {Shoot +1} {Sneak +1} {Streetwise +1} ' Cant) +2} (Lucky at cards +2) (Possessive -2) +2 PRE +2 REF +1 TEC +1 AWA +2 {Fight +1} {Gambling +1} {Inquiry +2} {Knavery +1} {Observe +1} {Seduction
30	Market Merchant		48	CON +1 MOV +1 WIL + +2} {Sneak +1} {Streat	+2 PRE +2 REF +1 TEC +1 AWA +2 {Fight +1} {Gambling +1} {Inquiry +2} {Knavery +1} {Observe +1} {Seduction etwise +2} {Trading +2} {Linquistics (undefined) +1} {Lore (undefined) +1} (Commission +3)
40	Street Cartel Thug	1	20	STR +1 BOD +1 AWA + {Streetwise +2}	etwise +2} {Trading +2} {Linguistics (undefined) +1} {Lore (undefined) +1} (Commission +3) +1 {Alchemy +1} {Dodge +1} {Fight +2} {Impress +2} {Interrogation +1} {Knavery +1} {Shadowing +1}
40	Standard Tour of	Duty (double rounds)	20	(Custom tour for 20 pt	pts)
50	Friends		7	(Ally +1) (Cash +1) (Co	Contact +1) (Gossip Network +2) (Passage Contract +2)
Diagring /	/C.u.ca Vale	Description	· · · · · ·		
Blessing/	'Curse Valo	ue Description			
		·			<del>-</del>
Benefice/ Ally	/Affliction Value 1	Description		Notes Kleria Van Dyke	
Cash	1	100		,	
	•				
Commiss	sion 3	Ensign / Apprentice / . Private / Associate	Associate /		
Contact	1				
Gossip N	etwork 2	You have a network of	informants		
Passage (	Contract 2	planetwide. Tramp Freighter			
			····		
Occult A	arts			LVL	VL O
Stigma:				211	
Pathes:				DRI	RK O
LvI Path	n Ritu	ıal	CID	W Att Skill	Value
LVI PATN	ı KITÜ	ua I	u L P	w ALL SKIII	raiuc

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Shortcut Convince someone with bullshit	Label PRE + Knavery	Score 14
Notice something	AWA + Observe	14
Deduce from data	INT + Inquiry	10
Fight/Martial Arts	REF + Fight	9
Convince someone with arguments	PRE + Persuasion	9
Charm others	PRE + Seduction	9
Keep focused on a task	WIL + Focus	7
Fire a ranged weapon	REF + Shoot	7
Swimming	BOD + Athletics	6
Discern emotions	AWA + Empathy	6
Avoid being hit	AGI + Dodge	5

Assets & Money
Wallet Money:

Bank Accounts:

Possessions, Gear & Equipment

Experience Details			
Ability Think Machine	Cuml. changes 0>2	OP Equiv 2	XP spent
Shadowing	1>3	2	5
Forgery	0>2	2	3
Bureaucracy	0>1	1	1
Empathy	1>2	1	2
Etiquette	0>1	1	1
Knavery	7>8	1	8
Total expenditure is	•••	10	23

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