and Maj and Sho awa Kno Pro Ens you Bre that Det Suf Bru Ban	nsistent Damage It take the higher r jor Damage {2Ald increase Damage ove {1AE(M)/2Ald ay by 2 Spaces of ock Down {2AE} one. snare {1AE} - Influir ZoC. eak Free {1AE} - t was Inflicted by fend {1AE} - Atta ffer -1 until the stan	E} - Roll Damage againge by that much. E(R)} - Target is moved r to the side 1 Space Target is knocked lict Stuck on the Target	Check with a Combat Technic {1Attribute} determined by the Technique used. Each addition round increases the Strain by Dash (2R) [NA] {1Physique a distance this Turn equal to Speed.  In Defend (1R) [NA] {1Resilier Checks made against you un of your next Turn Suffer a -1 Disengage (AW) [NA] {1Dis Prevent one Character from the Opportunity Attack against you of your next Turn Suffer a -1 Disengage (AW) [NA] {1Dis Prevent one Character from the Opportunity Attack against you opportunity Attack (1R) [Rimake an Attack Check against that is leaving your ZoC using	que. Strain e Combat onal Attack! in a y 1. } - You can move your Move  nce} - Attack ntil the beginning penalty. cipline} - making an ou this Round. EJ {-} - You may st a Character g their own
		Techniques	♣ Hello My Name Is	S Level
			Athletics	Speed
			Covert	
			Convince	
			Finesse	
_			— Insight	
	1		Intimidate	Health
		l l	Investigate	Health
			Medicine	
	<u> </u>			Vigor
			Search	
			Specialty:	$\Box$
	Resilience	Resilience Brilliance	Resilience Brilliance Cleverness	Convince Finesse Insight Intimidate Investigate Medicine Misdirection Search Specialty: