

ENVOY NAME

CURRENT STAMINA

CURRENT WILLPOWER

### ATTRIBUTES

AGILITY **AGL** \_\_\_\_\_

STRENGTH **STR** \_\_\_\_\_

STAMINA **STA** \_\_\_\_\_

FOCUS **FOC** \_\_\_\_\_

PERSONALITY **PSY** \_\_\_\_\_

WILLPOWER **WPR** \_\_\_\_\_

DEXTERITY **DEX** \_\_\_\_\_

PERCEPTION **PCN** \_\_\_\_\_

REFLEXES **REF** \_\_\_\_\_

SENSING THE UNKNOWN **STU** \_\_\_\_\_

### SKILLS

Movement \_\_\_\_\_

Prowess \_\_\_\_\_

Close Quarters Combat \_\_\_\_\_

Research \_\_\_\_\_

Communication \_\_\_\_\_

Interview \_\_\_\_\_

Fieldcraft \_\_\_\_\_

Investigation \_\_\_\_\_

Ranged Weapons \_\_\_\_\_

### SPECIALIZATIONS

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### DAMAGE

#### INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

#### TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

#### SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

### THE ART

- Communicative
- Protective
- Incorporeal
- Restorative
- Kinetic
- Sensing

### EDGES AND DRAWBACKS

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**DRIVE**  \_\_\_\_\_

**HISTORY**  \_\_\_\_\_

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#### SPECIFIC CHECKS

Roll is **doubles** and **lower than TN** **COLOSSAL SUCCESS**

Roll is **lower than or equal to half the TN** **HIGH SUCCESS**

Roll is **lower or equal to TN**; more than half the TN **LOW SUCCESS**

Roll is **higher than TN** **FAILURE**

Roll is **doubles** and **higher than TN** **BOTCH**

#### TURN A LIGHT TOKEN DARK TO...

- Add 10 to a target number.** Multiple uses on a roll, can do after a roll.
- Activate the Art.** See specific discipline in Chapter Three.
- Automatically succeed on a Sensing the Unknown check.**
- Gain Insight.** Uncover a relevant fact about the situation.
- Reduce level of Trauma suffered from a Resolve check.**
- Save the life of an envoy.** Requires turning *all* light tokens dark.

### SAVE HQ



LOCATION

CURRENT CASE

SAVE Envoy File 08-2397



ENVOY NAME

CURRENT STAMINA

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**ATTRIBUTES**

**SKILLS**

**SPECIALIZATIONS**

**DAMAGE**

AGILITY **AGL**

Movement

STRENGTH **STR**

Prowess

STAMINA **STA**

Close Quarters Combat

FOCUS **FOC**

Research

PERSONALITY **PSY**

Communication

WILLPOWER **WPR**

Interview

DEXTERITY **DEX**

Fieldcraft

PERCEPTION **PCN**

Investigation

REFLEXES **REF**

Ranged Weapons

SENSING THE UNKNOWN **STU**

**INJURY**

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

**TRAUMA**

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**SHOCK**

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

**THE ART**

**EDGES AND DRAWBACKS**

- Communicative
- Incorporeal
- Kinetic
- Protective
- Restorative
- Sensing

**DRIVE**

**HISTORY**

**SPECIFIC CHECKS**

- Roll is **doubles** and **lower than TN** **COLOSSAL SUCCESS**
- Roll is **lower than or equal to half the TN** **HIGH SUCCESS**
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- Roll is **doubles** and **higher than TN** **BOTCH**

**TURN A LIGHT TOKEN DARK TO...**

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**SAVE HQ**



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ATTRIBUTES	SKILLS	SPECIALIZATIONS	DAMAGE
AGILITY <b>AGL</b>	Movement		<b>INJURY</b> Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH <b>STR</b>	Prowess		
STAMINA <b>STA</b>	Close Quarters Combat		
FOCUS <b>FOC</b>	Research		<b>TRAUMA</b> Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
PERSONALITY <b>PSY</b>	Communication		
WILLPOWER <b>WPR</b>	Interview		
DEXTERITY <b>DEX</b>	Fieldcraft		<b>SHOCK</b> <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
PERCEPTION <b>PCN</b>	Investigation		
REFLEXES <b>REF</b>	Ranged Weapons		
SENSING THE UNKNOWN <b>STU</b>			

THE ART	EDGES AND DRAWBACKS
<input type="checkbox"/> Communicative <input type="checkbox"/> Incorporeal <input type="checkbox"/> Kinetic <input type="checkbox"/> Protective <input type="checkbox"/> Restorative <input type="checkbox"/> Sensing	

<b>DRIVE</b>	<input type="checkbox"/>	<input type="checkbox"/>
<b>HISTORY</b>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

SPECIFIC CHECKS	
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Roll is <b>lower than or equal to half the TN</b>	<b>HIGH SUCCESS</b>
Roll is <b>lower or equal to TN; more than half the TN</b>	<b>LOW SUCCESS</b>
Roll is <b>higher than TN</b>	<b>FAILURE</b>
Roll is <b>doubles</b> and <b>higher than TN</b>	<b>BOTCH</b>

TURN A LIGHT TOKEN DARK TO...
<b>Add 10 to a target number.</b> Multiple uses on a roll, can do after a roll.
<b>Activate the Art.</b> See specific discipline in Chapter Three.
<b>Automatically succeed on a Sensing the Unknown check.</b>
<b>Gain Insight.</b> Uncover a relevant fact about the situation.
<b>Reduce level of Trauma suffered from a Resolve check.</b>
<b>Save the life of an envoy.</b> Requires turning <i>all</i> light tokens dark.

**SAVE HQ**



LOCATION \_\_\_\_\_

CURRENT CASE \_\_\_\_\_