

EXPLOITS	DETAILS
TRAIT	
(AGE)	

DERIVED STATISTIC	METHOD	VALUE
HEALTH	END + WIL + dice pool (+ <i>hardy</i>)	
SPEED	Size of STR + AGI dice pools (+ <i>running</i>); -1 if small	
JUMP	Horiz = 2 x AGI; VERT = STR; + <i>jumping</i>	
CARRY	STR + END (+ raw <i>carry</i> ranks) x 10; max lift STR + <i>carry</i> x 50	
INITIATIVE	INT + <i>tactics</i> or <i>reactions</i> dice pool	
MELEE DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
RANGED DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
MENTAL DEFENSE	Dice pool* x 3.5	
STARTING MONEY	REP + LUC dice pool x 20; min 100cr	
NATURAL DAMAGE	1d6 + 1d6 for each size over Medium; Felans +1d6; +STR dice pool	

***DEFENSE DICE POOLS**

MELEE: STR or AGI + *acrobatics, dodging, foresight, or [melee] skill*

RANGED: AGI + *acrobatics, dodging, or foresight*

MENTAL: CHA or WIL + *concentration, bravery, discipline, religion, conviction, leadership, psychology, rulership, or meditation*

VITAL: END + *resistance skill*

SIZE: Small +2, Large -4

SHIELDS: Small +1, Medium +2, Large +3

ARMOR: Heavy -4, medium -2