



HOJA DE CONTROL **Sexo:** _____
Edad: _____

Nombre: _____
Arquetipo: _____

PERFIL DE ATRIBUTOS

FUERZA Rasgo: _____ **力**

AGILIDAD Rasgo: _____ **速**

DESTREZA Rasgo: _____ **腕**

PERCEPCIÓN Rasgo: _____ **念**

INTELIGENCIA Rasgo: _____ **賢**

VOLUNTAD Rasgo: _____ **気**

SITUACIÓN SOCIAL

RECURSOS Rasgo: _____ **金**

CONTACTOS Rasgo: _____ **人**

TERRITORIO Rasgo: _____ **国**

業 PUNTOS DE KARMA TOTAL TEMPORALES

ESTADOS ALTERADOS

HERIDAS -1 -3 -2 (Leve, Grave, Persist.)

FATIGA -1 -3 -2 (Leve, Grave, Persist.)

SHOCK 1 VOL VOL (Leve, Grave, Persist.)

AFECCIÓN ? ? ? (Leve, Grave, Persist.)

EMOCIÓN +1 +3 -2 (Leve, Grave, Persist.)

Nombre del jugador: _____

Descripción física

Rasgos de personalidad

Tipo	ATR	Habilidades

Objetos personales en uso

PUNTOS DE ESTORBO

Afecciones y otros males

HOJA DE REFERENCIA

PB = (ATR1 + ATR2) / 2 | AD = ATR1 + ATR2 - 4 + HAB | CDE = PB + AD + 4

ACCIONES	ATR	PB	AD	CDE
• Arte	DES+PER	[]	[()]	[()]
• Caída	AGI+VOL	[]	[()]	[()]
• Cartografía	PER+INT	[]	[()]	[()]
• Cirugía	DES+INT	[]	[()]	[()]
• Comprensión	PER+INT	[]	[()]	[()]
• Conducción	DES+PER	[]	[()]	[()]
• Detección	PER+INT	[]	[()]	[()]
• Engaño	PER+INT	[]	[()]	[()]
• Hurto	DES+PER	[]	[()]	[()]
• Intimidación	FUE+PER	[]	[()]	[()]
• Investigación	PER+INT	[]	[()]	[()]
• Liderazgo	INT+VOL	[]	[()]	[()]
• Manufactura	DES+INT	[]	[()]	[()]
• Marcha	AGI+VOL	[]	[()]	[()]
• Natación	FUE+AGI	[]	[()]	[()]
• Negociación	PER+INT	[]	[()]	[()]
• Ocultación	PER+VOL	[]	[()]	[()]
• 1ºs Auxilios	DES+PER	[]	[()]	[()]
• Rastreo	PER+INT	[]	[()]	[()]
• Sabotaje	DES+INT	[]	[()]	[()]
• Salto	FUE+AGI	[]	[()]	[()]
• Seducción	PER+INT	[]	[()]	[()]
• Sigilo	AGI+PER	[]	[()]	[()]
• Supervivencia	PER+VOL	[]	[()]	[()]
• Tasación	PER+INT	[]	[()]	[()]
• Tortura	PER+VOL	[]	[()]	[()]
• Trabajo duro	FUE+VOL	[]	[()]	[()]
• Trato animal	PER+VOL	[]	[()]	[()]
• Trepado	FUE+AGI	[]	[()]	[()]
• Túneles	INT+VOL	[]	[()]	[()]

COMBATE	ATR	PB	AD	CDE
• Iniciativa	AGI+PER	[]	[()]	[()]
• Pelea	FUE+AGI	[]	[()]	[()]
• Melee	FUE+DES	[]	[()]	[()]
• Esgrima	AGI+DES	[]	[()]	[()]
• Disparo	DES+PER	[]	[()]	[()]
• Ataque sigiloso	DES+PER	[]	[()]	[()]
• Carga	FUE+AGI	[]	[()]	[()]
• Finta	AGI+INT	[]	[()]	[()]
• Esquiva	AGI+PER	[]	[()]	[()]
• Parada	AGI+DES	[]	[()]	[()]
• Defensa natural	AGI+VOL	[]	[-3 -2 -1]	[()]

Maniobras de combate

apuntar, impacto localizado, desarme, derribo, proyección, presa, noqueo.

OTRAS ACCIONES	ATR	PB	AD	CDE
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]
• []	[]	[]	[()]	[()]

ESPACIO PARA ACCIONES EXCLUSIVAS DE ESTE PERSONAJE

Usos de 1 PK temporal

"La rueda del Destino" (añade +1d6/-1d6)
"Tirada de Carácter" (2d6 en vez de 1d12)
"Efecto deja vu" (repite una única tirada)
"No hay dolor!" (anula E.Alt, dura 1 Acción)
"Yo primero" (interviene inmediatamente)