

# WELCOME TO NIGHT VALE



NAME

ORIGIN

ROLE

LEVEL

FOCUS

LANGUAGES

MOVEMENT

MAX HEALTH

DAMAGE

INFLUENCES

## ATTACKS

NAME	RANGE	ATTACK	EFFECTS / NOTES

## ARMOR

NAME	TYPE	BENEFIT

## STRENGTH

Toughness

10+        
Essence Perks Bonus

Athletics  D2  D4  D6  D8  D10  D12

Using strength and stamina to move.

Brawn  D2  D4  D6  D8  D10  D12

Prolonged physical stamina and resistance.

Conditioning  +1  +2  +3  +4  +5  +5

Intimidation  D2  D4  D6  D8  D10  D12

Using physical menace as psychological weapons.

Might  D2  D4  D6  D8  D10  D12

Raw combat power.

## SPEED

Evasion

10+        
Essence Perks Bonus

Acrobatics  D2  D4  D6  D8  D10  D12

Quick and fine-tuned movement.

Driving  D2  D4  D6  D8  D10  D12

Operating vehicles.

Finesse  D2  D4  D6  D8  D10  D12

Fast or steady applications of dexterity and agility.

Infiltration  D2  D4  D6  D8  D10  D12

Avoiding notice and underhanded techniques.

Initiative  D2  D4  D6  D8  D10  D12

Targeting  D2  D4  D6  D8  D10  D12

Affecting things at a distance.

## SMARTS

Willpower

10+        
Essence Perks Bonus

Alertness  D2  D4  D6  D8  D10  D12

Using your senses to perceive "reality".

Culture  D2  D4  D6  D8  D10  D12

Understanding people and history.

Science  D2  D4  D6  D8  D10  D12

Logic and understanding the scientific method.

Survival  D2  D4  D6  D8  D10  D12

Knowing what to do in outdoor environments.

Technology  D2  D4  D6  D8  D10  D12

Understanding engineering and machines.

## SOCIAL

Cleverness

10+        
Essence Perks Bonus

Animal Handling  D2  D4  D6  D8  D10  D12

Caring for creatures that (generally) don't talk.

Deception  D2  D4  D6  D8  D10  D12

Using your presence for dishonesty and lying.

Performance  D2  D4  D6  D8  D10  D12

Any form of artistry.

Persuasion  D2  D4  D6  D8  D10  D12

Convincing others to do or believe what you want.

Streetwise  D2  D4  D6  D8  D10  D12

Gathering information and working with a group.

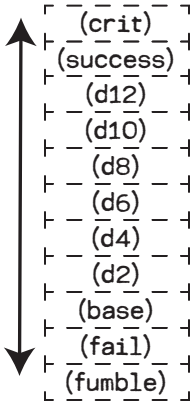
## STUFF

Weird

D2  D4  D6  D8  D10  D12

Knowing how to tug on the oddness that surrounds you.

### Shift Ladder



### Taking Actions (Rollin dem Bones)

#### Skilled check

Roll d20 + highest skill die

#### Specialization

Roll d20 + all skill dice

#### Unskilled check

Suffer automatic Snag

#### Edge

Roll 2d20 and choose greater

#### Snag

Roll 2d20 and choose lower

### Attack Situational Modifiers

#### Success

Attack roll meets or exceeds Defense

#### Critical

Highest value on skill die and hit is successful (d4 or higher dice only)

#### Fumble

d20 roll '1' and not successful

### Success and Failure Results

#### Long range

Suffer automatic Snag

#### Cover

Shift ↓2

#### Aiming (up to 3 times)

Shift ↑1 per Free Action used to aim the next shot this turn.

### Initiative and Actions

#### Determine Initiative

- Roll Initiative skill test
- Rank in order from highest to lowest
- Players that tie roll-off to determine who goes first

#### Resetting Your Initiative

After the first round of combat, instead of taking a standard action, may re-roll initiative

#### Actions per Turn (by Speed Essence)

- Speed 1 May take a Move or Standard action
- Speed 2 Move and Standard action
- Speed 3+ Move, Standard, plus 1 free action per (speed essence - 2)

### Story Points

Player pool begins with 1 SP per Player Character  
Gain more when:

- Skill Test Fumble
- GM's discretion for great ideas or role-play

#### Using Story Points

- Re-roll any die result of 1
- Roll a skill test as if specialized
- Add +5 to Defence before a roll
- Gain temporary access to a piece of equipment or tool useful in the scene

### Origin and Influence Perks

### Role Perks

### Character Description

