

## Incorrigible Monkey

Rules: 2nd Edition  
 Concept: Cheerful Rascal  
 Motivation: Avoid Work

Player: \_\_\_\_\_

## Experience

0 total - 0 spent = 0 banked

### Attributes

Strength ○○○○○○  
 Dexterity ●●●●●●  
 Stamina ●○○○○○  
 Charisma ●●●●●●  
 Manipulation ●●●●○○  
 Appearance ●●○○○○  
 Perception ●●●●○○  
 Intelligence ●○○○○○  
 Wits ●●○○○○

### Virtues

Compassion ●●●●●●  
 Temperance ●○○○○○  
 Conviction □□□□□□  
 Valor ●○○○○○  
 □□□□□□ □□□□□□

### Languages

Seatongue, Riverspeak, Old Realm, Low Realm

### Backgrounds

Resources ●●○○○○  
 Allies ●○○○○○  
 Contacts ●●○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
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### Abilities

Archery ○○○○○○  
 +  Athletics ○○○○○○  
 Awareness ○○○○○○  
 +  Dodge ●●●●○○  
 Integrity ○○○○○○  
 Martial Arts ●●●●○○  
 Melee ○○○○○○  
 Resistance ○○○○○○  
 Thrown ●●●●○○  
 War ○○○○○○  
  
 Craft ●○○○○○  
 +  Larceny ●●●●●●  
 Linguistics ●●●●○○  
 Performance ●○○○○○  
 Presence ●○○○○○  
 +  Ride ○○○○○○  
 Sail ●○○○○○  
 Socialize ●●●●○○  
 +  Stealth ●●●●○○  
 Survival ●○○○○○  
  
 Bureaucracy ○○○○○○  
 Investigation ○○○○○○  
 Lore ○○○○○○  
 Medicine ○○○○○○  
 Occult ○○○○○○

### Crafts

Craft - Air ○○○○○○  
 Craft - Earth ○○○○○○  
 Craft - Fire ○○○○○○  
 Craft - Water ●○○○○○  
 Craft - Wood ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○

### Specialties

\_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
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 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○

+ : This ability is commonly affected by mobility penalty.

### Willpower

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 □□□□□□□□

### Intimacies

Enlightened Amythist (Soothing Waves Abbot),  
 Exquisite Jade, Dolphin's Favor Tavern, Emerald  
 Point Village

### Social Combat

Join Debate [2] Dodge MDV [4]  
 Attack Speed Honesty Deception Rate  
 Attack/MDV Attack/MDV  
 Presence [4] [6] [3] [5] [3] [2]  
 Performance [6] [6] [3] [5] [3] [1]  
 Investigation [5] [5] [3] [4] [2] [2]  
 Common Actions Action Speed DV Common DV Modifiers Source Modifier  
 Join Debate 5 None Appearance Difference  
 Attack Above -2 Motivation +/- 3  
 Monologue 3 -2 Virtue +/- 2  
 Miscellaneous 5 -2 Intimacy +/- 1

### Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	9	+0 1 B	+2 5 3	█	N
Kick	5	+0	8	+3 4 B	-2 3 2	█	N
Clinch	6	+0	8	+0 1 B	+0 4 1	█	C,N,P
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

### Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	1 0	█	█	█
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Total	1 0 0	0 0	0 0	0 0

Close Combat [ ] Range [ ] [ ] [ ]

### Movement & Health

Move	Dash	Jump (H/V)	Health Levels
5	11	2 1	-0 □□□□□□□□□□
4	10	0 0	-1 □□□□□□□□□□
3	9	0 0	-2 □□□□□□□□□□
1	7	0 0	-4 □□□□□□□□□□

Subtract Mob. Pen. Twice for h. jump. Incap. □□□□□□□□□□

**Rules**  
 ♦ **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  
 ♦ **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  
 ♦ **Marking Damage:**  Bashing  Lethal  Aggravated

### Combat

Join Battle [2] Dodge DV [4] Knockdown [1] [5] Stunning [1] [1]  
 -Mob.Pen Threshold / Pool Threshold / Pool

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.	Action Speed DV Pen
2. Declare Defence		Join Battle Varies None
3. Attack Roll		Ready Weapon 5 -1
4. Attack Reroll		Physical Attack Varies -1
5. Subtract Penalties/Apply Defenses		Coordinate Attack 5 None
6. Defence "Reroll"		Aim 3 -1
7. Calculate Raw Damage		Guard 3 None
8. Apply Hardness & Soak, Roll Damage		Move 0 None
9. Counterattack		Dash 3 -2
10. Apply Damage, Knockdown & Stunning		Miscellaneous 5 Varies
Full combat rules on pages 140-158.		Jump 5 -1
		Rise from Prone 5 -1
		Inactive 5 Special