

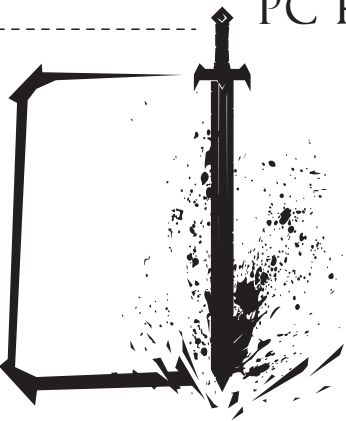
FRAGGED AETERNUM NPC SHEET

HENCHMEN/POWER	HIT D6	+HIT(+2)	RANGE	MAX RNG	END DMG	CRIT DMG	TYPE	PC RES	RESOURCES
	+BODIES				+BODIES				
DEFENCE:		ARMOUR:		MOVEMENT:		BODIES:	+ /TURN MAX MOMENTUM = # OF ATTACKING BODIES		
WEAPON NOTES: -----									
TRAITS: -----									

NAME: _____ PC RESOURCES: _____ NPC TYPE: _____

MIG 1
AGI 2
SPE 3
CON 4
EMP 5
UND 6

-2 ATTRIBUTE = DEATH
- ATTRIBUTE = BLEEDING



VARIATIONS: -----
TRAITS: -----

DEFENCE

DIRECT ARMOUR
SPLASH ARMOUR

ENDURANCE
RECOVERY



COMBAT ORDER

STEALTH

MAX MOMENTUM PTS

MOVEMENT

STANCE NOTES: -----

UND +

2 +

CON +

SPEED +

WEAPONS	HIT D6	+HIT(+2)	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES

STR HIT

CRITICAL HIT

BUILD MOMENTUM

REQUIREMENTS

ONCE PER ACTION, HIT, NOT SPLASH.

DOES NOT REQ HIT OR SUCCESS.

RESULT

DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.

GAIN +1 MOMENTUM POINT.

COMBAT ACTIONS, 2 PER TURN

GROUP ACTION MOVE, ATTACK.	END DMG: +1 PER ATTACKING BODY. HIT D6: +1D6 PER ATTACKING BODY. MAKE A SKILL ROLL. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1. MOMENTUM 1: +1 END & CRIT DMG.	
RUSH MOVE.	SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADJACENT HENCHMEN BODY.	GET READY MOVE, RECOVER.
THINK MOVE, RECOVER.	MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.	STRIKE MOVE, ATTACK.
DODGE MOVE.	GAIN: +AGI DEF VS THE NEXT 2 ATTACKS. MOMENTUM 1: +1 COVER STEP.	UNLEASH ATTACK.

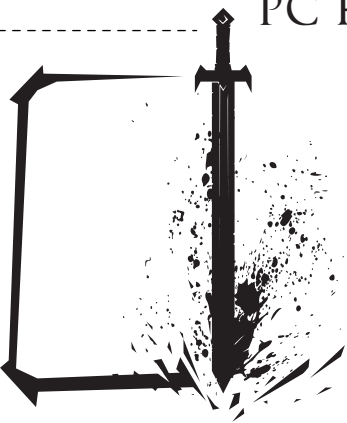


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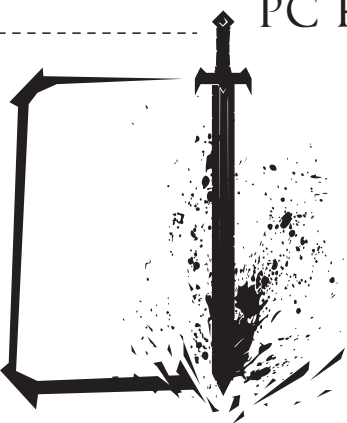
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SPEED +  = 

WEAPONS HIT D6 +HIT(+2) RANGE MAX RNG END DMG CRIT DMG HANDS TYPE ACQUIRE RESOURCES

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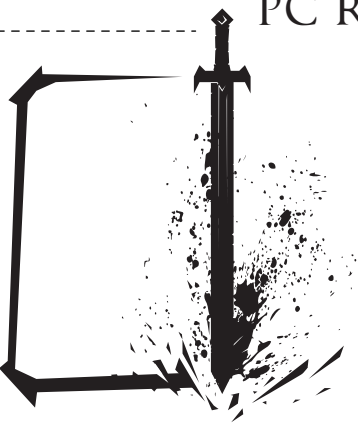
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