

NAME

MADNESS

REPUTATION

HIT POINTS

ARMOR CLASS

TEMERITY

PROTECTION

THE MOON AND TWELVE LOTUS

Mastery threshold:
 Attack = R+opponent AC
 Feat = R + own AC
 Skill = R + 4
 Save : 1d8 ≥ 5

Throw a d20:
 20: failure
 > threshold: min. Succ.
 ≤ threshold: maj. Succ.

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TALENTS

EQUIPMENT

- light range weapons 1d4
- light melee weapons 1d4+1
- medium range weapons 1d8
- medium melee weapons 1d8+2
- heavy range weapons 2d8
- heavy melee weapons 2d8+4

TAKING RISKS

- Advantages
- Armor Class -2 (self or ally)
 - Damage + 1d8
 - Additional Move
 - Ignore "In Danger" penalties (self or ally)
 - Initiative + 1d8
 - Attack threshold +2 (self or ally)
 - Feat threshold +2 (self or ally)
 - Hit Points +2 (self or ally)
- Disadvantages
- Armor Class +2
 - Damage inflicted -1d8 or take 1 damage
 - Lose a move
 - In Danger (1d20+1d8)
 - Initiative -1d8
 - Attack Threshold -2
 - None
 - None

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