SULDOKAR'S WAKE

NAME

Prime
TYPE

LIFE-FORM

BACKGROUND

	Archive	Bulk	Ghost	Morph	Speed	Tech	Close	Ranged	
SCORE	0	0	0	0	0	0	1	1	SCORE
OTHER									OTHER
IMPLANT									IMPLANT
BACKGROUND									BACKGROUND
LIFE-FORM									LIFE-FORM
ROLL/TYPE							1	1	ROLL/TYPE

Shadow: 0 Coords: 0 , 0 Insurance: _____

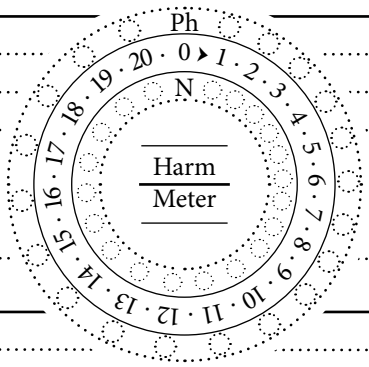
Keywords 0

Spaces 0

Implants 0

Special & Archetype Boon

Reputation 0



Resistances & Vulnerabilities

Gunta Coins 0

Beginner coins x3

Injuries

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Gear, Armour, Weapons & Funds

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.

Animals, Drones, Vehicles & Bots

Container

c1.
c2.
c3.
c4.
c5.

Identity & Appearance

Languages

Permanent Residence

Player:

Suldokar's Wake

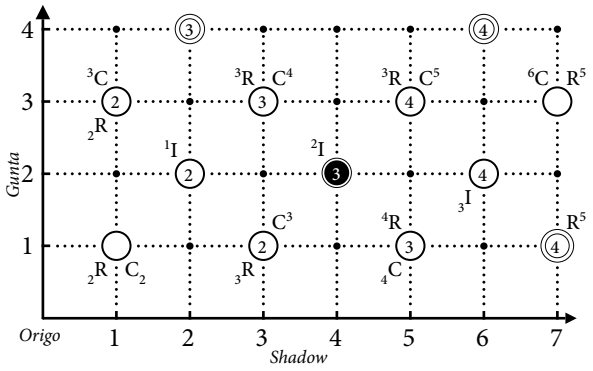
PRIME

Name:

Life-Form:

Prime Rules

- Can use any Armour and any Weapon.
- Once per combat, get two Attacks in place of one.
- Can protect a nearby ally by taking all Attacks against them for one round. Enemies get Speed rolls to avoid it.
- On single handed defeat of an enemy, can place the memory in a Space and call upon it in a way that relates to the specifics of the enemy or fight — once per 24 hours use to treat a Stack Score as if it were 9, to raise Damage by 1 step or to make a Bulk roll instead of a Clean roll vs Harm.
- On making the killing blow against an enemy with transferable nanite abilities, there is a chance for that enemy that a nanite special ability transfers to a Space usable once every 24 hours in a manner specified by the enemy description.
- Double Bulk rolls vs. poison and disease, Double Ghost rolls vs. death and Double rolls against any Attack that allows a roll for counter action.
- Can act as normal while Injured, but get Half rolls for everything. If Harmed while already Injured, don't die immediately but get the regular Ghost roll. On a failed Ghost roll, die in d20 *minutes* instead of d20 rounds.



- x coordinate: unmodified Shadow value (most recent Node)
- y coordinate: Gunta Coins (most recent Node)
- Inside Number: number of Spaces
- Cz: increase *base* Close stack score to max z
- Rz: increase *base* Ranged stack score up to max z
- Iz: increases max number of Implants up to z
- Inner Circle: pick a new keyword based on Character Log
- Black Fill: Can rearrange regular, non-implanted keywords

Coords: 0 , 0

Notes

Weapons & Armour

Character Log

Date

Log #

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