

Bulldog

Player: SL

Race: Critter (Dog); Male

Attributes

Body.....	5	<input type="checkbox"/>	Essence	6	<input type="checkbox"/>
Agility	4	<input type="checkbox"/>	Edge	3	<input type="checkbox"/>
Reaction	4	<input type="checkbox"/>	Initiative	8+1D6	<input type="checkbox"/>
Strength	4	<input type="checkbox"/>	Inherent Limits		
Willpower	3	<input type="checkbox"/>	[6] Physical Limit		
Logic	2	<input type="checkbox"/>	[4] Mental Limit		
Intuition.....	4	<input type="checkbox"/>	[5] Social Limit		
Charisma.....	3	<input type="checkbox"/>			

Movement

8m/32m/+4 Land Movement

Active Skills

7 [5] Intimidation 4 (Cha)
9 [4] Perception 5 (Int)
(Smell +2)
9 [6] Running 5 (Str)
10 [4] Tracking 6 (Int)
9 [A] Unarmed Combat 5 (Agi)

Attribute-Only Tests

6 Composure
7 Judge Intentions
9 Lifting & Carrying
5 Memory

Toxin Resistances

	Toxin	Disease
Contact	8	8
Ingestion	8	8
Inhalation	8	8
Injection	8	8

Addiction Resistance

8 Resist Physical Addiction
5 Resist Psychological Addiction

Damage Resistances

5 Armor 0	
5 Acid Protection 0	5 Electricity Protection 0
5 Cold Protection 0	5 Fire Protection 0
5 Falling Protection 0	8 Fatigue Resistance

Critter Powers

Enhanced Senses: Hearing
Enhanced Senses: Smell



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	

Overflow: ☐☐☐☐☐

Natural Recovery:
10 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>	<input type="checkbox"/>	

Natural Recovery:
8 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at : +0

Melee Defense (No Action): 8

Full Defense (-10 Interrupt, for the rest of the turn): +3

Dodge (-5 Interrupt, vs. one melee attack): +3 [6]

Claws/Bite Block (-5 Interrupt, vs. one melee attack): +5 [6]

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [6]

Edge Pool

☐☐☐

Validation Report (0 issues): Nothing identified

Melee & Other Weapons

Claws/Bite

5P

9  [6]

Reach: –

Gear (Cash: 1,000¥)

Dropped to Ground