

OUTLAWS

OF THE WATER MARGIN

水滸梟雄

Name

姓名

Social Class

階級

Provenance

本籍

Family

家族

Occupation

職業

Position

職位

Wealth

財富

Patrons

恩人

Dependants

依賴者

Favours

恩請

Age

歲

Gender

性

Size

身

Energy

氣

Body

體

Appearance

貌

Hand

手

Personal Qualities

Motivation(s)

動機

Respect

尊敬

Astrological Sign

干支

Abilities

能量

Aptitude

Skill

Total

Skill Type

Experience

Possessions

持有

Notes

短信

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COMBAT DETAILS

Boxes with a grey border refer to bonuses which require the character to have available **energy** each round.

Weapons 兵器	Ease	Bonus	FIGHTING	Total	Damage	Shock	Protection	Quality	Weight
Unarmed	7				-1	4	-2		
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Abilities & Notes ENDURANCE WILL GRACE LEAPING RIDING INTIMIDATION	Size	+ STRENGTH	+ CO-ORDINATION	Protection

	Body 陰氣	Armour 鎧甲		↑
	Lost to disease	Energy 陽氣		
	Flesh wounds (≤.....)	Lost to fatigue		
	Bad wounds (..... -	Lost to shock		
	Serious wounds (>	Lost to injury		
	-1 energy for each	↓		
	-2 energy for each	↓		

Missile Weapons 射兵	Ready	Ease	Bonus	Attack	Damage	Shock	Distance	Evasion ease
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Readying a missile uses bonuses in CO-ORDINATION and MISSILES.
Aiming uses bonuses in INTUITION, PERCEPTION and MISSILES.
Attacking uses bonuses in CO-ORDINATION and MISSILES. Half the degree of success of the Aiming roll is also added.

WOUNDS

body	flesh	bad	serious	fatal
5	1	2	3-4	5+
6	1	2-3	4-5	6+
7	1	2-3	4-6	7+
8	1-2	3-4	5-7	8+
9	1-2	3-4	5-8	9+
10	1-2	3-5	6-9	10+
11	1-2	3-5	6-10	11+
12	1-2	3-6	7-11	12+
13	1-3	4-6	7-12	13+
14	1-3	4-7	8-13	14+
15	1-3	4-7	8-14	15+
16	1-3	4-8	9-15	16+
17	1-3	4-8	9-16	17+
18	1-4	5-9	10-17	18+
19	1-4	5-9	10-18	19+
20	1-4	5-10	11-19	20+

ARMOUR	
	<i>Protection</i>
None	0
Light	1
Medium	2
Metal	3
Full	4
Requires the use of energy equal to the protection bonus each round otherwise -2 to all actions.	

Bad wounds: lose 1 **energy** to fatigue. Roll with ease 6 (plus ENDURANCE and WILL) to remain conscious.

Serious wounds: lose 2 **energy** to fatigue. Roll with ease 4 (plus ENDURANCE and WILL) to remain conscious.

MISSILE AIMING	
Still target:	ease 10
Moving target	ease 7
-1 per complete multiple of (Dist + target size)	
plus PERCEPTION, INTUITION and MISSILES	

MISSILE ATTACKING MODIFIERS	
No aim	-1
Moving target	-1
Moving attacker	-1
Range	-1/Dist
Aiming	+half DoS
plus CO-ORDINATION, MISSILES	

MISSILE WEAPONS

	<i>Ready</i>	<i>Ease</i>	<i>Damage</i>	<i>Shock</i>	<i>Distance</i>	<i>Evasion Ease</i>
Composite Bow	6	3	+1	1	15yd	0
Heavy Crossbow	0	6	+2	1	16yd	0
Light Bow	7	3	0	1	12yd	0
Light Crossbow	2	6	+1	1	12yd	0
Chain		7	0	2	6'	1
Combat Weapon		6	+1	4	6'	3
Dagger		7	0	2	6'	1
Dart		8	-1	1	5'	0
Javelin		7	+1	1	10'	1
Spear		6	+1	3	6'	3
Stone		7	0	4	10'	1
Sword		7	+1	3	4'	3