

Name				✳SMART d20✳						
Player		Power Level								
Phone Number		Description								
Attributes										
		Personality Notes								
Dexterity (Dex)										
Constitution (Con)										
Intelligence (Int)		Skills	Att	Rank						Total
Wits (Wit)		Academics	Int	B	T	P	F	E	M	
Presence (Pre)		Animal Handling	Wit	B	T	P	F	E	M	
		Arcane	Int	B	T	P	F	E	M	
Secondary Attributes		Athletics	Dex	B	T	P	F	E	M	
Strength		Computers	Int	B	T	P	F	E	M	
Composure		Crafting	Wit	B	T	P	F	E	M	
XP Bonus		Drive	Wit	B	T	P	F	E	M	
		Engineering	Int	B	T	P	F	E	M	
Wound Chart		Finance	Int	B	T	P	F	E	M	
Minimum Damage		Influence	Pre	B	T	P	F	E	M	
Light -1		Linguistics (lin)	Int	B	T	P	F	E	M	
Moderate -2		Lore (lor)	Int	B	T	P	F	E	M	
Serious -3 (Stunned)		Martial Arts	Dex	B	T	P	F	E	M	
Heavy -4 (Staggered)		Mechanical	Wit	B	T	P	F	E	M	
Disabled/Dying/Unc		Medicine	Int	B	T	P	F	E	M	
		Melee	Dex	B	T	P	F	E	M	
Defenses		Nautical	Wit	B	T	P	F	E	M	
Reflex		Occult	Int	B	T	P	F	E	M	
Hindered		Operations	Int	B	T	P	F	E	M	
Willpower		Perception	Wit	B	T	P	F	E	M	
Fortitude		Persuasion	Pre	B	T	P	F	E	M	
Social		Pilot	Pre	B	T	P	F	E	M	
		Ranged	Dex	B	T	P	F	E	M	
Damage Tracks		Resistance	Wit	B	T	P	F	E	M	
Toughness		Resolve	Con	B	T	P	F	E	M	
Shock		Rites	Pre	B	T	P	F	E	M	
Reputation		Science	Int	B	T	P	F	E	M	
Sanity		Sociology	Int	B	T	P	F	E	M	
		Streetwise	Wit	B	T	P	F	E	M	
		Survival	Wit	B	T	P	F	E	M	
		Tactics	Wit	B	T	P	F	E	M	
HtH Damage										
Nexus Dice Mechanics: D20 + Attribute + Skill Level + XP vs TN Margin of Success = Total - TN Weapon Damage = Base Damage + Success per 5 MoS		Reflex Save = 10 + Athletics Hindered Save = 10 + ½ Athletics rd Block = 10 + Martial Arts Parry = 10 + Melee XP = ½ Skill Levels rd				Skill Bonuses Default (-4) Basic (+0) (T)rained (+4) (P)roficient (+8) (F)ocused (+12) (E)xpert (+16) (M)astery (+20)				