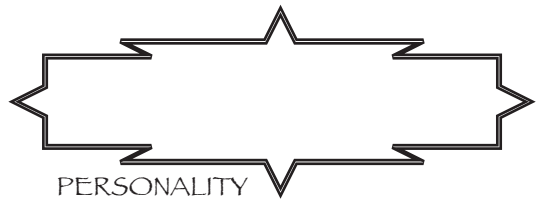


ATTRIBUTES

STRENGTH ●○○○○ CHARISMA ●○○○○ PERCEPTION ●○○○○
DEXTERITY ●○○○○ MANIPULATION ●○○○○ INTELLIGENCE ●○○○○
STAMINA ●○○○○ APPEARANCE ●○○○○ WITS ●○○○○



PERSONALITY

ABILITIES

Grid of abilities including Dawn (Archery, Martial Arts, Melee, Throw, War), Zenith (Integrity, Performance, Presence, Resistance, Survival), Twilight (Investigation, Lore, Medicine, Occult), Night (Athletics, Awareness, Dodge, Larceny, Stealth), and Eclipse (Bureaucracy, Linguistics, Ride, Sail, Socialise).

MOTIVATION and INTIMACIES sections with horizontal lines for text entry.

VIRTUES

PERMANENT ESSENCE ●●○○○, WILLPOWER ●●○○○ ○○○○○, LIMIT ○○○○○ ○○○○○, VIRTUE FLAW box, and other virtue-related fields.

SPECIALITIES

Large empty box for SPECIALITIES.

COMBAT

ATTACKS table with columns for Speed, Accuracy, Total, Excl., Weapon, Base, Type, Defense, Rate, Range. Includes MOVE, DASH, JUMP, WOUND PENALTY, Health Levels grid, and various combat mechanics like JOIN BATTLE, DODGE DV, PARRY DV, KNOCKDOWN, STUNNING, MOB. PEN., Base Soak, Armour Soak, and FINAL TOTAL.

CASTE MARK GLITTERS (0-3), +2 STEALTH DIFFICULTY CASTE MARK BURNS (4-7), STEALTH IMPOSSIBLE CORUSCANT AURA (8-10), ANIMA ACTIVATES BRILLIANT BONFIRE (11-15), TOTEMIC (16+).

90, 80, 70, 60, 50, 40, 30, 20, 10, 00, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0

90, 80, 70, 60, 50, 40, 30, 20, 10, 00, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0

Personal Essence

Peripheral Essence

# ESSENCE

**PERSONAL ESSENCE**

[Essence x 3] + Willpower

\_\_\_\_\_

\_\_\_\_\_  Available

\_\_\_\_\_

\_\_\_\_\_  =

**PERIPHERAL ESSENCE**

[Essence x 7] + Willpower + Sum of virtues

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  Available

\_\_\_\_\_

\_\_\_\_\_  =

**ANIMA EFFECTS**

Spend 1m reflexively to:

- Cause Caste-mark to glow brightly
- Cause Anima to glow brightly enough to read by for a scene
- Know the precise Time of Day for the rest of the scene

Caste Abilities:

Mote Recovery: Strenuous Activity: none  
 At ease: 4m/hour  
 Totally Relaxed: 8m/hour

Additional Mote Recovery:

### SOCIAL COMBAT

SOCIAL ATTACKS	Speed	Honesty				Deception				Rate	Excl.	
		Attack	Excl.	Parry DV	Excl.	Attack	Excl.	Parry DV	Excl.		Wifs + Aware.	
Presence	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
Performance	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
Investigation	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>

Cha. + Ability      (Cha. + Ability)/2      Man. + Ability      (Man. + Ability)/2      (Willpower + Integrity + Essence)/2

**Steps in Combat:**

1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/Apply defenses
6. Defense reroll
7. Determine effect
8. Defender may spend willpower
9. Counterattack
10. Apply effects

### BACKGROUNDS

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#### SOLO UNIT

ENDURANCE: ○○○○○○ ○○○○○○

MOVE:  CHARGE:

Sta. + Res. (Dex.)x100 (Dex. +6)x100

Apply target unit's magnitude as an external penalty to all attacks.

Upon each successful attack roll (Charisma + War) against a difficulty of your Armour's fatigue value, on failure lose a dot of Endurance. A character with no remaining endurance has a -2 penalty on all actions.

#### EXPERIENCE

TOTAL	BANKED	SPENT

**INCREASE:** Attribute, Rx4; Favoured or Caste Ability, (Rx2)-1; Ability Rx2; Essence Rx8; Virtue Rx3; Willpower Rx2     
 **NEW:** Ability, 3; Speciality, 3; Favoured/Caste Charm, 8; Charm, 10; Non-solar Charm, 16; Favoured/Caste Spell, 8; Spell, 10

ANIMA ACTIVATES					STEALTH IMPOSSIBLE					+2 STEALTH DIFFICULTY						
TOTEMIC	BRILLIANT BONFIRE				CORUSCANT AURA				CASTE MARK BURNS				CASTE MARK GLITTERS			
16+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Peripheral Essence

90

80

70

60

50

40

30

20

10

00

9

8

7

6

5

4

3

2

1

0

Personal Essence

90

80

70

60

50

40

30

20

10

00

9

8

7

6

5

4

3

2

1

0