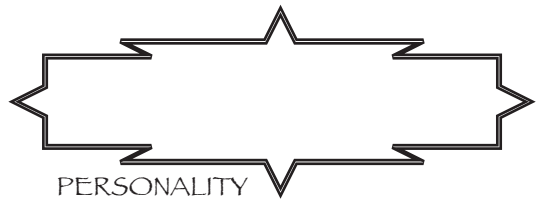


ATTRIBUTES

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



PERSONALITY

ABILITIES

**AIR**

- LINGUISTICS ○○○○○
- LORE ○○○○○
- OCCULT ○○○○○
- STEALTH ○○○○○
- THROWN ○○○○○

**EARTH**

- AWARENESS ○○○○○
- CRAFT ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

**FIRE**

- INTEGRITY ○○○○○
- RESISTANCE ○○○○○
- WAR ○○○○○

**WATER**

- ATHLETICS ○○○○○
- DODGE ○○○○○
- MELEE ○○○○○
- PRESENCE ○○○○○
- SOCIALISE ○○○○○

**WOOD**

- BUREAUCRACY ○○○○○
- INVESTIGATION ○○○○○
- LARCENY ○○○○○
- MARTIALARTS ○○○○○
- SAIL ○○○○○
- ARCHERY ○○○○○
- MEDICINE ○○○○○
- PERFORMANCE ○○○○○
- RIDE ○○○○○
- SURVIVAL ○○○○○

MOTIVATION

INTIMACIES

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VIRTUES

PERMANENT ESSENCE ●●○○○

WILLPOWER ●●○○○ ○○○○○ ○○○○○

○○○○○ ○○○○○

Sum of two highest virtues

LIMIT ○○○○ ○○○○

COMPASSION ●○○○○ ○○○○○

TEMPERANCE ●○○○○ ○○○○○

CONVICTION ●○○○○ ○○○○○

VALOUR ●○○○○ ○○○○○

SPECIALITIES

Personal Essence

Peripheral Essence

COMBAT

ATTACKS	Speed	Attack			Damage			Defense		Rate	Range
		Accuracy	Total	Excl.	Weapon	Base	Type	Weapon	Total		
Punch	5	+1			0		B	+2		3	0
Kick	5	+0			3		B	-2		2	0
Clinch	6	+0			0		B	+0		1	0

MOVE	DASH	JUMP	WOUND PENALTY
		Horizontal	Vertical
			-0
			-1
			-2
			-4

Health Levels

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JOIN BATTLE  Excl.

Wits + Aware.

DODGE DV  Excl.

(Dex. + Dodge + Essence)/2

PARRY DV  Excl.

Defense/2

KNOCKDOWN  Threshold.  Pool

Sta. + Res. [Sta. or Dex.] + [Ath. or Res.]

STUNNING  Threshold.  Pool

Sta. [Sta. + Res.]

MOB. PEN.

Base Soak (Sta.)/(Sta./2)

	B	L	A
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NATURAL TOTAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armour Soak	Ordinary <input type="checkbox"/>	Piercing <input type="checkbox"/>	Ordinary <input type="checkbox"/>
Other _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FINAL TOTAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HARDNESS

Steps in Combat:

1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/Apply defenses
6. Defense reroll
7. Calculate raw damage
8. Apply hardness and soak then roll damage
9. Counterattack
10. Apply damage, knockdown, and stunning

Bashing  Lethal  Lethal

+2 STEALTH DIFFICULTY

STEALTH IMPOSSIBLE ID/min L (Exalts Immune)

ANIMA ACTIVATES ID/tick L (Exalts Immune)

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16+

90  
80  
70  
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# ESSENCE

**PERSONAL ESSENCE**

Essence + Willpower + Breeding Bonus

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\_\_\_\_\_  Available

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**ANIMA EFFECTS**

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	JOIN DEBATE	Excl.	DODGE MDV	Excl.	Steps in Combat:																
Presence	4	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<ol style="list-style-type: none"> <li>1. Declare Attack</li> <li>2. Declare Defense</li> <li>3. Attack roll</li> <li>4. Attack reroll</li> <li>5. Subtract penalties/Apply defenses</li> <li>6. Defense reroll</li> <li>7. Determine effect</li> <li>8. Defender may spend willpower</li> <li>9. Counterattack</li> <li>10. Apply effects</li> </ol>
Attack	Excl.	Parry DV	Excl.																						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																						
Attack	Excl.	Parry DV	Excl.																						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																						
Performance	6	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Attack	Excl.	Parry DV	Excl.																						
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Attack	Excl.	Parry DV	Excl.																						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																						
Investigation	5	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<table border="1" style="font-size: 8px;"> <tr><td>Attack</td><td>Excl.</td><td>Parry DV</td><td>Excl.</td></tr> <tr><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>	Attack	Excl.	Parry DV	Excl.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
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Attack	Excl.	Parry DV	Excl.																						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																						

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

## BACKGROUNDS

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## SOLO UNIT

**ENDURANCE** ○○○○○○ ○○○○○○

□□□□□□ □□□□□□

Sta. + Res.      MOVE:  (Dex.)x100      CHARGE:  (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 Aspect Ability, (Rx2)-1; Ability Rx2; Essence Rx10; Virtue Rx3; Willpower Rx2  
**NEW:** Ability, 3; Speciality, 3; Aspect Charm, 10; Charm, 12; Celestial M.A. Charm, 12 (15 if M.A. not Aspect or Favoured);

ANIMA ACTIVATES					STEALTH IMPOSSIBLE					+2 STEALTH DIFFICULTY						
16+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

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- 80
- 70
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Peripheral Essence

Personal Essence