ATTRIBUTES

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

PERSONALITY

ABILITIES

			1st	2nd	3rd	Inf. Mas.	Ess. Flo.
DUSK	☐ ARCHERY	○○○○○	☐	☐	☐	☐	☐
	☐ MARTIAL ARTS	○○○○○	☐	☐	☐	☐	☐
	☐ MELEE	○○○○○	☐	☐	☐	☐	☐
	☐ THROWN	○○○○○	☐	☐	☐	☐	☐
	☐ WAR	○○○○○	☐	☐	☐	☐	☐
MIDNIGHT	☐ INTEGRITY	○○○○○	☐	☐	☐	☐	☐
	☐ PERFORMANCE	○○○○○	☐	☐	☐	☐	☐
	☐ PRESENCE	○○○○○	☐	☐	☐	☐	☐
	☐ RESISTANCE	○○○○○	☐	☐	☐	☐	☐
	☐ SURVIVAL	○○○○○	☐	☐	☐	☐	☐
	☐ CRAFT		☐	☐	☐	☐	☐
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	_____	○○○○○					
	_____	○○○○○					
	_____	○○○○○					
	_____	○○○○○					
DAYBREAK	☐ INVESTIGATION	○○○○○	☐	☐	☐	☐	☐
	☐ LORE	○○○○○	☐	☐	☐	☐	☐
	☐ MEDICINE	○○○○○	☐	☐	☐	☐	☐
	☐ OCCULT	○○○○○	☐	☐	☐	☐	☐
DAY	☐ ATHLETICS	○○○○○	☐	☐	☐	☐	☐
	☐ AWARENESS	○○○○○	☐	☐	☐	☐	☐
	☐ DODGE	○○○○○	☐	☐	☐	☐	☐
	☐ LARCENY	○○○○○	☐	☐	☐	☐	☐
	☐ STEALTH	○○○○○	☐	☐	☐	☐	☐
MOONSHADOW	☐ BUREAUCRACY	○○○○○	☐	☐	☐	☐	☐
	☐ LINGUISTICS	○○○○○	☐	☐	☐	☐	☐
	☐ RIDE	○○○○○	☐	☐	☐	☐	☐
	☐ SAIL	○○○○○	☐	☐	☐	☐	☐
	☐ SOCIALISE	○○○○○	☐	☐	☐	☐	☐

MOTIVATION

PERMANENT ESSENCE ●●○○○

WILLPOWER ●●○○○ ○○○○○ ☐☐☐☐☐ ☐☐☐☐☐ (Sum of two highest virtues)

RESONANCE ☐☐☐☐☐ ☐☐☐☐☐

VIRTUES AND INTIMACIES

☐ COMPASSION	●○○○○ ☐☐☐☐☐	☐ TEMPERANCE	●○○○○ ☐☐☐☐☐
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
☐ CONVICTION	●○○○○ ☐☐☐☐☐	☐ VALOUR	●○○○○ ☐☐☐☐☐
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○
_____	○○○○○ ○	_____	○○○○○ ○

SPECIALITIES

COMBAT

ATTACKS	Speed	Attack: Accuracy	Attack: Total	Attack: Excl.	Damage: Weapon	Damage: Base	Damage: Type	Defense: Weapon	Defense: Total	Rate	Range
Punch	5	+1			0		B	+2		3	0
Kick	5	+0			3		B	-2		2	0
Clinch	6	+0			0		B	+0		1	0
Bite*	6	+0			0		L	+0		1	0
			Dex. + Ability			Str.			Dex. + Ability		

* May choose to deal less damage than the amount rolled if so desired. May never deal more damage than Stamina with a single Bite attack. Each level of damage dealt grants one mote to the Abyssal.

		Excl.
JOIN BATTLE	Wits + Aware.	
DODGE DV	(Dex. + Dodge + Essence)/2	
PARRY DV	Defense/2	
SURPRISE	Dex + Stealth.	
SPOT SURPRISE	Per. + Aware.	

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

MOVE	DASH	JUMP: Horizontal	JUMP: Vertical	WOUND PENALTY
☐	☐	☐	☐	-0
☐	☐	☐	☐	-1
☐	☐	☐	☐	-2
☐	☐	☐	☐	-4
Dex.	Dex. + 6	(Str. + Ath.)x2	Str. + Ath.	INCAPACITATED

Health Levels

☐☐☐☐☐☐☐☐☐☐
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Sta.

☒ Bashing ☒ Lethal ☒ Aggravated

	B	L	A
Base Soak (Sta.)/(Sta/2)	☐	☐	○
Other _____	☐	☐	☐
NATURAL TOTAL	☐	☐	☐
	Ordinary / Piercing	Ordinary / Piercing	
Armour Soak	☐ ☐	☐ ☐	☐
Other _____	☐ ☐	☐ ☐	☐
FINAL TOTAL	☐ ☐	☐ ☐	☐
HARDNESS	☐	☐	

Bashing Damage heals one health level per 3 hours. Lethal healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 , Incap= 1 week). Double if not resting. Agg. Cannot be healed magically.

Characters reduced below Incapacitated with Lethal damage must take the innactive action, losing one health-level per action.

KNOCKDOWN — Threshold: ☐ (Sta. + Res.) Pool: ☐ ([Sta. or Dex.] +[Ath. or Res.])

If an attack deals more Raw Damage than the Knockdown threshold roll the pool (diff. 2) or be knocked down

STUNNING — Threshold: ☐ (Sta.) Pool: ☐ ([Sta. + Res.)

If an attack deals more HL of Damage than the Stunning threshold roll the pool (diff. DMG - Thresh.) or be stunned until next action (-2 internal pen. to all non-reflexive physical rolls).

MOB. PEN. ☐

ESSENCE

PERSONAL ESSENCE

[Essence x 3] + Willpower

Available =

PERIPHERAL ESSENCE

[Essence x 7] + Willpower + Sum of virtues

Available =

ANIMA EFFECTS

Anima Powers:

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

Additional Mote Recovery:

SOCIAL CONFLICT

SOCIAL ATTACKS

	Attack	Excl.	Rate
Presence			2
Performance			1
Investigation			2

Man. + Ability

All attacks take a dice bonus or penalty equal to the difference between the attacker's Appearance and the Defender's Temperance.

JOIN DEBATE — Wits + Aware. — Excl.

NATURAL DAMAGE — Cha. + Soc. — Excl.

NATURAL SOAK — Temp. + Int. + Essence — Excl.

DODGE MDV — (Willpower + Essence)/2 — Excl.

PARRY MDV — (Attack)/2 — Excl.

MDV Modifiers
Intimacy/Influence +/- 1 each
Strong Virtue +/- 2
Motivation +/- 3

	Emotion	Compulsion
Laudable/Expected	-2	+1
Normal	-1	+2
Unusual	0	+3
Innapropriate	+1	+4
Dangerous	+2	+5

Steps in Social Conflict:

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 Soak/Roll Damage
9. Counterattack
10. Apply effects

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 succesful 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

Essence 4: May not have Appearance 2
Essence 5: May not have Appearance 1,2, or 3

NEW: Ability, 3; Speciality, 3; Favoured/Caste Charm, 8; Charm, 10; Non-solar Charm, 16; Favoured/Caste Spell, 8; Spell, 10