

ATTRIBUTES

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

PERSONALITY

ABILITIES

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

PERSONALITY

MOTIVATION

PERMANENT ESSENCE ●●○○○○
WILLPOWER ●●○○○○ ○○○○○○

RESONANCE ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

VIRTUES AND INTIMACIES

| | |
|---|---|
| <input type="checkbox"/> COMPASSION ●○○○○○ <input type="checkbox"/> | <input type="checkbox"/> TEMPERANCE ●○○○○○ <input type="checkbox"/> |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| <input type="checkbox"/> CONVICTION ●○○○○○ <input type="checkbox"/> | <input type="checkbox"/> VALOUR ●○○○○○ <input type="checkbox"/> |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |
| _____ ○○○○○○ ○ | _____ ○○○○○○ ○ |

SPECIALITIES

COMBAT

| ATTACKS | Speed | Attack | Damage | Defense | Rate | Range | | |
|---------|-------|----------------------|------------------|--------------|------|-------|--|-------|
| | | Accuracy Total Excl. | Weapon Base Type | Weapon Total | | | JOIN BATTLE | Excl. |
| Punch | 5 | +1 | 0 B | +2 | 3 | 0 | <input type="checkbox"/> Wits + Aware. <input type="checkbox"/> Excl. | |
| Kick | 5 | +0 | 3 B | -2 | 2 | 0 | <input type="checkbox"/> (Dex. + Dodge + Essence)/2 <input type="checkbox"/> Excl. | |
| Clinch | 6 | +0 | 0 B | +0 | 1 | 0 | <input type="checkbox"/> Defense/2 <input type="checkbox"/> Excl. | |
| Bite* | 6 | +0 | 0 L | +0 | 1 | 0 | <input type="checkbox"/> Dex. + Stealth. <input type="checkbox"/> Excl. | |
| | | | | | | | <input type="checkbox"/> SPOT SURPRISE <input type="checkbox"/> Per. + Aware. | |

* 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.

MOVE: DASH (Dex. + 6)

JUMP: Horizontal (Str. + Ath.)x2, Vertical (Str. + Ath.)

WOUND PENALTY: -0, -1, -2, -4

INCAPACITATED (if below -4)

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.

Health Levels

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |
| □ | □ | □ | □ | □ | □ | □ | □ |

□ Bashing ☒ Lethal ☒ Aggravated

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

| | | | |
|--------------------------|---|---|---|
| Base Soak (Sta.)/(Sta/2) | B | L | A |
| Other _____ | □ | □ | ○ |
| NATURAL TOTAL | □ | □ | □ |
| Armour Soak | □ | □ | □ |
| Other _____ | □ | □ | □ |
| FINAL TOTAL | □ | □ | □ |
| HARDNESS | □ | □ | |

Threshold. Pool **KNOCKDOWN** Threshold. Pool **STUNNING**

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

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. □

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

ESSENCE

PERSONAL ESSENCE

$[\text{Essence} \times 3] + \text{Willpower}$

Available

=

PERIPHERAL ESSENCE

$[\text{Essence} \times 7] + \text{Willpower} + \text{Sum of virtues}$

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

Presence

Performance

Investigation

AttackExcl.

Rate

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.

NATURAL DAMAGE

Cha. + Soc.

NATURAL SOAK

Temp. + Int. + Essence

MDV Modifiers

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

DODGE MDV

(Willpower + Essence)/2

PARRY MDV

(Attack)/2

| | Emotion | Compulsion |
|-------------------|---------|------------|
| Laudable/Expected | -2 | +1 |
| Normal | -1 | +2 |
| Unusual | 0 | +3 |
| Innapropriate | +1 | +4 |
| Damgerous | +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

| | | |
|-------|-----------|-------|
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |
| _____ | ○ ○ ○ ○ ○ | _____ |

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