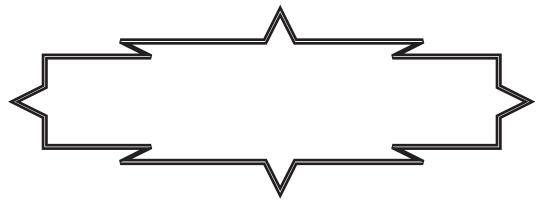


ATTRIBUTES

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



ABILITIES

COLLEGES

PERSONALITY

JOURNEYS	<input type="checkbox"/> RESISTANCE	○○○○○	<input type="checkbox"/> 1 st	<input type="checkbox"/> 2 nd	<input type="checkbox"/> 3 rd	<input type="checkbox"/> 4 th	<input type="checkbox"/> Allg.	<input type="checkbox"/> MAST	○○○○○
	<input type="checkbox"/> RIDE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MESSENGER	○○○○○
	<input type="checkbox"/> SAIL	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> CAPTAIN	○○○○○
	<input type="checkbox"/> SURVIVAL	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> WHEEL	○○○○○
	<input type="checkbox"/> THROWN	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> GULL	○○○○○
SERENITY	<input type="checkbox"/> CRAFT	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> PEACOCK	○○○○○
	_____	○○○○○							
	_____	○○○○○							
	_____	○○○○○							
	_____	○○○○○							
BATTLES	<input type="checkbox"/> DODGE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> EWER	○○○○○
	<input type="checkbox"/> LINGUISTICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> PILLAR	○○○○○
	<input type="checkbox"/> PERFORMANCE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MUSICIAN	○○○○○
	<input type="checkbox"/> SOCIALISE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> LOVERS	○○○○○
	<input type="checkbox"/> ARCHERY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> QUIVER	○○○○○
SECRETS	<input type="checkbox"/> ATHLETICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> BANNER	○○○○○
	<input type="checkbox"/> MELEE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SPEAR	○○○○○
	<input type="checkbox"/> PRESENCE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> GAUNTLET	○○○○○
	<input type="checkbox"/> WAR	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SHIELD	○○○○○
	<input type="checkbox"/> INVESTIGATION	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> KEY	○○○○○
ENDINGS	<input type="checkbox"/> LARCENY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> GUARDIANS	○○○○○
	<input type="checkbox"/> LORE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> TREASURE	○○○○○
	<input type="checkbox"/> OCCULT	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SORCERER	○○○○○
	<input type="checkbox"/> STEALTH	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MASK	○○○○○
	<input type="checkbox"/> AWARENESS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> CROW	○○○○○
<input type="checkbox"/> BUREAUCRACY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> HAYWAIN	○○○○○	
<input type="checkbox"/> INTEGRITY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SMOKE	○○○○○	
<input type="checkbox"/> MARTIAL ARTS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SWORD	○○○○○	
<input type="checkbox"/> MEDICINE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> CORPSE	○○○○○	

MOTIVATION

PERMANENT ESSENCE ●●○○○ WILLPOWER ●●○○○ ○○○○○○
 LIMIT ○○○○○○ ○○○○○○ Sum of two highest virtues
 PARADOX ○○○○○○ ○○○○○○

VIRTUES AND INTIMACIES

☐ COMPASSION ●○○○○○ ☐ TEMPERANCE ●○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○
☐ COMPASSION ●○○○○○ ☐ TEMPERANCE ●○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SPECIALITIES

COMBAT

ATTACKS	Speed	Attack	Damage	Defense	Rate	Range	Excl.
		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

JOIN BATTLE ☐ Wits + Aware. ☐ Excl.

DODGE DV ☐ (Dex. + Dodge + Essence)/2 ☐ Excl.

PARRY DV ☐ Defense/2 ☐ Excl.

SURPRISE ☐ Dex + Stealth. ☐ Excl.

SPOT SURPRISE ☐ Per. + Aware. ☐ Excl.

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 Vertical
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
 Dex. Dex. + 6 (Str. + Ath.)x2 Str. + Ath.

WOUND PENALTY
 -0
 -1
 -2
 -4
INCAPACITATED

Health Levels
 Bashing Lethal Aggravated
 Threshold. Fool
 If an attack deals more Raw Damage than the Knockdown threshold roll the pool (diff. 2) or be knocked down

Base Soak (Sta.)/ (Sta./2)
 Other _____
 NATURAL TOTAL
 Armour Soak
 Other _____
 FINAL TOTAL
 HARDNESS
 STUNNING
 Threshold. Fool
 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. ☐

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

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

ESSENCE

PERSONAL ESSENCE:

[Essence x 2] + Willpower

=

Available

PERIPHERAL ESSENCE:

[Essence x 6] + Willpower + Sum of all 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

	Speed		Rate
<u>Presence</u>	4	Attack Excl.	2
<u>Performance</u>	6		1
<u>Investigation</u>	5	Man. + Ability	2

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

MDV Modifiers

Intimacy/Influence +/- 1 each

Strong Virtue +/- 2

Motivation +/- 3

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

[illegible]


+3 dice to masquerade under a false persona.
-1 difficulty to all disguise rolls. Investigation and Tracking rolls suffer a -3 internal penalty.


When not present any person attempting to remember the Sideral rolls (Wits + Integrity) - 3 with difficulty 1.
(Sideral's Essence) succesful rolls result in permanent memory. Failing once results in permanently forgetting

Resplendent Destinies:

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 Caste Ability, (Rx2)-1; Ability Rx2; Essence Rx9; Virtue Rx3; Willpower Rx2; College Rx3;		NEW: Ability, 3; Speciality, 3; Caste Charm, 10; Charm, 12; Sideral M.A. Charm, 10 (12 if M.A. not Caste or Favoured); College 5;