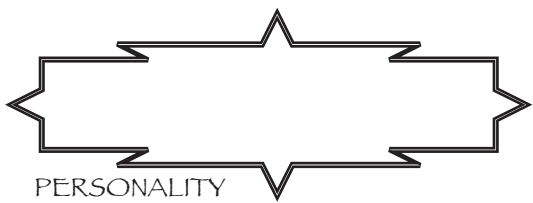


## ATTRIBUTES

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



## PERSONALITY

### ABILITIES

DAWN	<input type="checkbox"/> ARCHERY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	Inf. Ess.
	<input type="checkbox"/> MARTIAL ARTS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				Mas. Flo.
	<input type="checkbox"/> MELEE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> THROWN	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> WAR	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ZENITH	<input type="checkbox"/> INTEGRITY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> PERFORMANCE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> PRESENCE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> RESISTANCE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> SURVIVAL	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
TWILIGHT	<input type="checkbox"/> CRAFT	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	_____	○○○○○							
	_____	○○○○○							
	_____	○○○○○							
	_____	○○○○○							
NIGHT	<input type="checkbox"/> INVESTIGATION	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> LORE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> MEDICINE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> OCCULT	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> ATHLETICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ECLIPSE	<input type="checkbox"/> BUREAUCRACY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> LINGUISTICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> RIDE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> SAIL	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> SOCIALISE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

### PERSONALITY

MOTIVATION \_\_\_\_\_

PERMANENT ESSENCE ●●●○○○      LIMIT ○○○○○○ ○○○○○○

WILLPOWER ●●○○○○ ○○○○○○  
Sum of two highest virtues

VIRTUE FLAW \_\_\_\_\_

#### VIRTUES AND INTIMACIES

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

SPECIALITIES

## COMBAT

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

<b>MOVE: DASH</b> <input type="checkbox"/> <input type="checkbox"/>	<b>JUMP</b> Horizontal: <input type="checkbox"/> <input type="checkbox"/> Vertical: <input type="checkbox"/> <input type="checkbox"/>	<b>WOUND PENALTY</b> -0: <input type="checkbox"/> <input type="checkbox"/> -1: <input type="checkbox"/> <input type="checkbox"/> -2: <input type="checkbox"/> <input type="checkbox"/> -4: <input type="checkbox"/> <input type="checkbox"/>
--	---	--

### Health Levels

-0	□ □ □ □ □ □ □ □
-1	□ □ □ □ □ □ □ □
-2	□ □ □ □ □ □ □ □
-3	□ □ □ □ □ □ □ □
-4	□ □ □ □ □ □ □ □
-4	□ □ □ □ □ □ □ □

**INCAPACITATED**

Bashing     Lethal     Aggravated

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

**THRESHOLD**    **POOL**    **STUNNING**

Sta. + Res.    [Sta. or Res.] + [Ath. or Res.]    If an attack deals more Raw Damage than the Knockdown threshold roll the pool (diff. 2) or be knocked down

Sta.    [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.

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 inactive action, losing one health-level per action.

# 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

Presence \_\_\_\_\_

Performance \_\_\_\_\_

Investigation \_\_\_\_\_

Man. + Ability

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

Rate

Attack	Excl.	Rate
<input type="checkbox"/>	<input type="checkbox"/>	2
<input type="checkbox"/>	<input type="checkbox"/>	1
<input type="checkbox"/>	<input type="checkbox"/>	2

JOIN DEBATE:   Excl. Wits + Aware.

NATURAL DAMAGE:   Excl. Cha. + Soc.

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

DODGE MDV:  (Willpower + Essence)/2

PARRY MDV:   (Attack)/2

**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
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

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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

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