

## 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. Mas. Flo.
	<input type="checkbox"/> MARTIAL ARTS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<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"/>				
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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"/>				

MOTIVATION

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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 ●○○○○○ ○○○○○
_____ ○○○○○○ ○	_____ ○○○○○○ ○
_____ ○○○○○○ ○	_____ ○○○○○○ ○
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### SPECIALITIES

## COMBAT

ATTACKS	Speed	Attack			Damage			Defense	Rate	Range	Excl.	JOIN BATTLE	DODGE DV	PARRY DV	SURPRISE	SPOT SURPRISE	Steps in Combat:
		Accuracy	Total	Excl.	Weapon	Base	Type										
Punch	5	+1			0		B	+2		3	0	<input type="checkbox"/>	<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. Calculate raw damage</li> <li>8. Apply hardness and soak then roll damage</li> <li>9. Counterattack</li> <li>10. Apply damage, knockdown, and stunning</li> </ol>
Kick	5	+0			3		B	-2		2	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Clinch	6	+0			0		B	+0		1	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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**MOVE: DASH**

<input type="checkbox"/>	<input type="checkbox"/>
Dex.	Dex. + 6

**JUMP**

<input type="checkbox"/>	<input type="checkbox"/>
(Str. + Ath.)x2	Str. + Ath.

**WOUND PENALTY**

-0	<input type="checkbox"/>
-1	<input type="checkbox"/>
-2	<input type="checkbox"/>
-4	<input type="checkbox"/>

**INCAPACITATED**

### Health Levels

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Sta.

Bashing     Lethal     Aggravated

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

Other \_\_\_\_\_

NATURAL TOTAL

	B	L	A
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armour Soak	<input type="checkbox"/>	<input type="checkbox"/>	<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

<input type="checkbox"/>	<input type="checkbox"/>
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**THRESHOLD** Pool

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

**Knockdown** Pool

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

Sta. [Sta. + Res.]

**STUNNING** Pool

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)

Sta. [Sta. + Res.]

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

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\_\_\_\_\_  Available

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**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  Attack  Excl. Rate:

Performance  Attack  Excl. Rate:

Investigation  Attack  Excl. 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.  Excl.

**NATURAL DAMAGE**  Cha. + Soc.  Excl.

**NATURAL SOAK**  Temp. + Int.  + Essence

**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
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** ○○○○○ ○○○○○

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