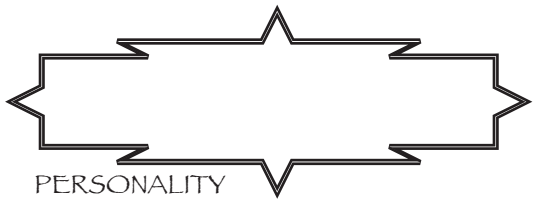


ATTRIBUTES

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



PERSONALITY

ABILITIES

AIR	<input type="checkbox"/> LINGUISTICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Terr. Reinf.
	<input type="checkbox"/> LORE	○○○○○	<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"/> STEALTH	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> THROWN	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
EARTH	<input type="checkbox"/> AWARENESS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> CRAFT	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	_____	○○○○○				
	_____	○○○○○				
	_____	○○○○○				
FIRE	<input type="checkbox"/> INTEGRITY	○○○○○	<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"/> WAR	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> ATHLETICS	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> DODGE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
WATER	<input type="checkbox"/> MELEE	○○○○○	<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"/> SOCIALISE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> BUREAUCRACY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> INVESTIGATION	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
WOOD	<input type="checkbox"/> LARCENY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> MARTIAL ARTS	○○○○○	<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"/> ARCHERY	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/> MEDICINE	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

MOTIVATION

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

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	Excl.
		Accuracy Total Excl.	Weapon Base Type	Weapon Total			
Punch	5	+1	0 B	+2	3	0	<input type="checkbox"/>
Kick	5	+0	3 B	-2	2	0	<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"/>
_____							<input type="checkbox"/>

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 WOUND PENALTY

Horizontal Vertical

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

INCAPACITATED

Health Levels

0 -1 -2 -4

Sta.

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

Other _____

NATURAL TOTAL

Armour Soak

Other _____

FINAL TOTAL

HARDNESS

Threshold. Pool

Aggravated

Threshold. Pool

Stunning

MOB. PEN.

Bashing Lethal Aggravated

Threshold. Pool

Stunning

Sta. Res. [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

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).

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 + Willpower + Breeding Bonus

Available

=

PERIPHERAL ESSENCE

[Essence x 4] + Willpower + Sum of two highest virtues + Breeding Bonus

Available

=

ANIMA EFFECTS

Anima Powers:

Mote Recovery: Strenuous Activity: none Additional Mote Recovery:

At ease: 4m/hour
Totally Relaxed: 8m/hour

SOCIAL CONFLICT

SOCIAL ATTACKS

	Speed	Attack	Excl.	Rate
Presence	4	<input type="checkbox"/>	<input type="checkbox"/>	2
Performance	6	<input type="checkbox"/>	<input type="checkbox"/>	1
Investigation	5	<input type="checkbox"/>	<input type="checkbox"/>	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 Excl.

Wits + Aware.

NATURAL DAMAGE Excl.

Cha. + Soc.

NATURAL SOAK Excl.

Temp. + Int. + Essence

DODGE MDV Excl.

(Willpower + Essence)/2

PARRY MDV Excl.

(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

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 Aspect Ability, (Rx2)-1; Ability Rx2, Essence Rx10; Virtue Rx3; Willpower Rx2

NEW: Ability, 3; Speciality, 3; Aspect Charm, 10; Charm, 12; Celestial M.A. Charm, 12 (15 if M.A. not Aspect or Favoured);