

Name: \_\_\_\_\_

Spirit Form: \_\_\_\_\_

Tell: \_\_\_\_\_

HAIR: \_\_\_\_\_ FEATURES: \_\_\_\_\_  
EYES: \_\_\_\_\_  
SKIN: \_\_\_\_\_  
HOMELAND: \_\_\_\_\_ CONCEPT: \_\_\_\_\_

CASTE: \_\_\_\_\_  
MOTIVATION: \_\_\_\_\_  
FACTION: \_\_\_\_\_

ATTRIBUTES IN HUMAN FORM

90 80 70 60 50 40 30 20 10 00 9 8 7 6 5 4 3 2 1 0	PERSONAL NOTES	May Change By Form	Excellencies				INSTINCTUAL UNITY		
			1st	2nd	3rd				
			<input type="checkbox"/> STRENGTH	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> DEXTERITY	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> STAMINA	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> CHARISMA	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> MANIPULATION	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> APPEARANCE	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> PERCEPTION	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> INTELLIGENCE	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> WITS	●○○○○	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

ABILITIES

9 8 7 6 5 4 3 2 1 0	PERSONAL NOTES	WAR	
		<input type="checkbox"/> ARCHERY	○○○○○
		<input type="checkbox"/> ATHLETICS	○○○○○
		<input type="checkbox"/> AWARENESS	○○○○○
		<input type="checkbox"/> DODGE	○○○○○
		<input type="checkbox"/> INTEGRITY	○○○○○
		<input type="checkbox"/> MARTIAL ARTS	○○○○○
		<input type="checkbox"/> MELEE	○○○○○
		<input type="checkbox"/> RESISTANCE	○○○○○
		<input type="checkbox"/> THROWN	○○○○○
		<input type="checkbox"/> WAR	○○○○○
		LIFE	
		<input type="checkbox"/> CRAFT	See Craft Section
		<input type="checkbox"/> LARCENY	○○○○○
<input type="checkbox"/> LINGUISTICS	○○○○○		
<input type="checkbox"/> PERFORMANCE	○○○○○		
<input type="checkbox"/> PRESENCE	○○○○○		
<input type="checkbox"/> RIDE	○○○○○		
<input type="checkbox"/> SAIL	○○○○○		
<input type="checkbox"/> SOCIALISE	○○○○○		
<input type="checkbox"/> STEALTH	○○○○○		
<input checked="" type="checkbox"/> SURVIVAL	○○○○○		
WISDOM			
<input type="checkbox"/> BUREAUCRACY	○○○○○		
<input type="checkbox"/> INVESTIGATION	○○○○○		
<input type="checkbox"/> LORE	○○○○○		
<input type="checkbox"/> OCCULT	○○○○○		
<input type="checkbox"/> MEDICINE	○○○○○		

ESSENCE

PERMANENT ESSENCE ●●○○○○ ○○○○○

ANIMA EFFECTS

Cause Caste Mark and Tattoos to glow brightly for 1 scene (1 mote)  
Cause Anima to glow brightly enough to read by for a scene (1 mote)  
Know day of lunar month, phase of moon, and time of day for rest of scene (1 mote)

PERSONAL NOTES

\_\_\_\_\_-   
\_\_\_\_\_-   
\_\_\_\_\_-  =  AVAILABLE

PERIPHERAL NOTES

\_\_\_\_\_-   
\_\_\_\_\_-   
\_\_\_\_\_-   
\_\_\_\_\_-   
\_\_\_\_\_-  =  AVAILABLE

MOTES SPENT	BANNER FLARE	DIFFICULTY SPOT TELL	STEALTH DIFFICULTY	LOCKED TO TRUE FORMS	ANIMA ACTIVATES?
1-3	Caste Mark Glitters	Standard	Normal	<input type="checkbox"/>	<input type="checkbox"/>
4-7	Caste Mark and Tattoos Burn	Impossible to hide	+ 2	<input type="checkbox"/>	<input type="checkbox"/>
8-10	Coruscant aura	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input type="checkbox"/>
11-15	Brilliant Bonfire	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
16+	Totemic	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SPECIALTIES & CRAFTS

_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
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_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○

SOCIAL COMBAT

ATTACKS	SPEED	HON	DEC	EXCELENCY HON	DEC	RATE	HONESTY MDV	DECEPTION MDV
PRESENCE	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
PERFORMANCE	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATION	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
		Charisma + Ability		Manipulation + Ability			(Charisma + Ability)/2	(Manipulation + Ability)/2
DODGE MDV	<input type="checkbox"/>	JOIN DEBATE		<input type="checkbox"/>	Excellency			
(Willpower + Integrity + Essence) / 2		Wits + Awareness						

INTIMACIES  
(Max = WP + Compassion)

\_\_\_\_\_  
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VIRTUES & WILLPOWER

COMPASSION ●○○○○○	TEMPERANCE ●○○○○○	LIMIT	VIRTUE FLAW _____
<input type="checkbox"/>	<input type="checkbox"/>	□□□□□□□□□□	EFFECT/DURATION _____
CONVICTION ●○○○○○	VALOR ●○○○○○	WILLPOWER	_____
<input type="checkbox"/>	<input type="checkbox"/>	○○○○○○○○○○○○○○○○	_____
<input type="checkbox"/>	<input type="checkbox"/>	□□□□□□□□□□	_____



FORMS

Caste/Favoured, Excellencies 1st 2nd 3rd, Infinite Mastery. Attributes: STRENGTH, DEXTERITY, STAMINA, APPEARANCE.

WEAPONS table with columns: WEAPONS, SPEED, ACC, DMG TYPE, DEF, RATE, RNG. Includes Punch, Kick, Clinch.

JOIN BATTLE, Wits + Awareness

ORDER OF 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 & Soak
9. Counterattack
10. Apply Damage, Knockdown & Stunning

COMMON ACTIONS

- Join Battle (Varies/-0)
Ready Weapons (5/-1)
Physical Attack (Varies/-1)
Social Attack (Varies/-2)
Co-ordinate Attack (5/-0)
Simple Charm (6/-1)
Guard (3/None)
Move (0/None)
Dash (3/+2)
Jump (5/-1)
Rise From Prone (5/-1)
Miscellaneous (5/Varies)
Inactive (5/Special)

Characters may be knocked down if struck with an attack that deals more raw damage than their (Stamina + Resistance).

Characters who suffer more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll.

ARMOUR table with columns: SOAK, MOB. PEN., FAT-IGUE, HARD-NESS. Includes Lethal Bashing, Lethal.

HEALING: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week).

WOUND PENALTY, HEALTH LEVELS, INCAP. Includes Ox-Body Health Le and Bashing, Lethal, Aggravated checkboxes.

DEATH & DYING: Characters reduced below Incap. by L damage must take the Inactive action, losing one Dying Health level each action.

HUMAN - 1m

Human dice caps for Strength, Dexterity, Stamina, Appearance.

COMBAT

COMBAT table for Human: To Hit, Damage, Defense, DODGE DV, PARRY DV, STUNNING, KNOCKDOWN, SOAK.

HYBRID - 5m

Hybrid dice caps for Strength, Dexterity, Stamina, Appearance.

COMBAT table for Hybrid: To Hit, Damage, Defense, DODGE DV, PARRY DV, STUNNING, KNOCKDOWN, SOAK.

SPIRIT - 1m

Spirit dice caps for Strength, Dexterity, Stamina, Appearance.

COMBAT table for Spirit: To Hit, Damage, Defense, DODGE DV, PARRY DV, STUNNING, KNOCKDOWN, SOAK.

MOVEMENT & HEALTH

MOVEMENT & HEALTH table for Human: MOVE, DASH, JUMP, Dexterity, Mob Pen., -Wound Penalty, Dying Health Levels, Stamina.

MOVEMENT & HEALTH table for Hybrid: MOVE, DASH, JUMP, Dexterity, Mob Pen., -Wound Penalty, Dying Health Levels, Stamina.

MOVEMENT & HEALTH table for Spirit: MOVE, DASH, JUMP, Dexterity, Mob Pen., -Wound Penalty, Dying Health Levels, Stamina.

MUTATIONS AND KNACKS

Mutations and Knacks table with columns: NAME, EFFECT, PAGE.

NATURAL ABILITIES

Natural Abilities table with columns: NAME, EFFECT, PAGE.

SHAPESHIFTING

SPEED 5 Miscellaneous action. Receive adopted form's Str, Sta, and App, and lower of human and adopted form's Dex.

TATTOOS

Total immunity to any effect which would change the Lunar's shape except for Lunar shapeshifting. Evident in all True Forms.

TELL

MDV TO SPOT TELL 12. Visible in all forms.

MODIFIERS

- Observing a True Form x2 +1
Looking fr Shapeshifters +2
Looking for Lunars +2
Know the Tell +2

DICE-CAPS

True form's attributes count as natural for determining dice caps. Attribute bonuses (but not penalties) in other forms count towards but are not limited by dice-caps.

SPEED TRACK

Use paper clips or markers to track the ticks until your character's next action.

GO! 1 2 3 4 5 6

CURRENT DV / MDV PENALTY

Use paper clips or markers to track your character's current penalty. Penalty resets on your action.

-0 -1 -2 -3 -4 -5 -6 -7

