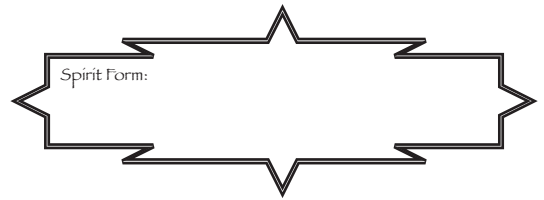
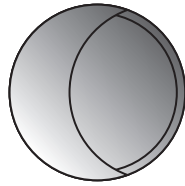
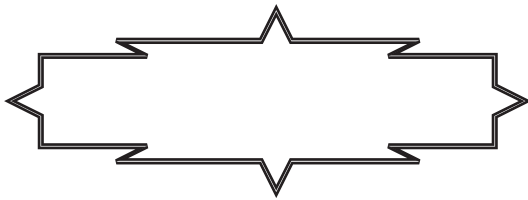


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HUMAN ATTRIBUTES

<input type="checkbox"/> STRENGTH	●○○○○○	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	Inst. Fla. Unit. Foc.	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> WITS	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PERSONALITY

MOTIVATION

INTIMACIES

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ABILITIES

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	○○○○○
	_____	○○○○○
	_____	○○○○○
	_____	○○○○○
	_____	○○○○○
	_____	○○○○○
	<input type="checkbox"/> LARCENY	○○○○○
	<input type="checkbox"/> LINGUISTICS	○○○○○
	<input type="checkbox"/> PERFORMANCE	○○○○○
	<input type="checkbox"/> PRESENCE	○○○○○
WISDOM	<input type="checkbox"/> RIDE	○○○○○
	<input type="checkbox"/> SAIL	○○○○○
	<input type="checkbox"/> SOCIALISE	○○○○○
	<input type="checkbox"/> STEALTH	○○○○○
	<input checked="" type="checkbox"/> SURVIVAL	○○○○○
	<input type="checkbox"/> BUREAUCRACY	○○○○○
	<input type="checkbox"/> INVESTIGATION	○○○○○
	<input type="checkbox"/> LORE	○○○○○
	<input type="checkbox"/> MEDICINE	○○○○○
	<input type="checkbox"/> OCCULT	○○○○○

VIRTUES

PERMANENT ESSENCE ●●○○○

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

Sum of two highest virtues

Permanent  Temporary

VIRTUE FLAW

SPECIALITIES

SOCIAL COMBAT

SOCIAL ATTACKS	Speed	Honesty				Deception				Rate
Presence	4	Attack	Excl.	Parry DV	Excl.	Attack	Excl.	Parry DV	Excl.	2
Performance	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
Investigation	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
		Excl.		Excl.		Excl.		Excl.		
JOIN DEBATE	<input type="checkbox"/>	Wits + Aware.								
DODGE: MDV	<input type="checkbox"/>	(Willpower + Integrity + Essence)/2								

Steps in Combat:

1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/Apply defenses
6. Defense reroll
7. Determine effect
8. Defender may spend willpower
9. Counterattack
10. Apply effects

Su	Mo	Ma	Me	Ju	Ve	Sa	Su	Mo	Ma	Me	Ve	Sa	Su	Mo	Me	Ve	Sa	Su	Mo	Me	Ve	Sa	Su	Mo	Me	Ve	Sa
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

CASTE MARK GLITTERS				CASTE MARK BURNS				CORUSCANT AURA				ANIMA ACTIVATES				BRILLIANT BONFIRE				TOTEMIC
0	1	2	3	4	5	6	7	8	9	10		11	12	13	14	15	16+			

Personal Essence

Peripheral Essence





