Spirit Form:

HUMAN ATTRIBUTES

		1st	2nd	3rd	Inst.	Fla.	Unit.	Foc.
❑ STRENGTH	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ DEXTERITY	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ STAMINA	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ CHARISMA	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ MANIPULATION	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ APPEARANCE	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ PERCEPTION	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ INTELLIGENCE	●○○○○	❑	❑	❑	❑	❑	❑	❑
❑ WITS	●○○○○	❑	❑	❑	❑	❑	❑	❑

PERSONALITY

MOTIVATION

INTIMACIES

ABILITIES

Personal Essence

WAR

- ❑ ARCHERY ○○○○○
- ❑ ATHLETICS ○○○○○
- ❑ AWARENESS ○○○○○
- ❑ DODGE ○○○○○
- ❑ INTEGRITY ○○○○○
- ❑ MARTIAL ARTS ○○○○○
- ❑ MELEE ○○○○○
- ❑ RESISTANCE ○○○○○
- ❑ THROWN ○○○○○
- ❑ WAR ○○○○○
- ❑ CRAFT
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○

LIFE

- ❑ LARCENY ○○○○○
- ❑ LINGUISTICS ○○○○○
- ❑ PERFORMANCE ○○○○○
- ❑ PRESENCE ○○○○○
- ❑ RIDE ○○○○○
- ❑ SAIL ○○○○○
- ❑ SOCIALISE ○○○○○
- ■ STEALTH ○○○○○
- ■ SURVIVAL ○○○○○

WISDOM

- ❑ BUREAUCRACY ○○○○○
- ❑ INVESTIGATION ○○○○○
- ❑ LORE ○○○○○
- ❑ MEDICINE ○○○○○
- ❑ OCCULT ○○○○○

VIRTUES

PERMANENT ESSENCE ●●○○○

❑ COMPASSION	●○○○○ ❑❑❑❑❑	WILLPOWER	●●○○○ ○○○○○ ❑❑❑❑❑ ❑❑❑❑❑ (Sum of two highest virtues)
❑ CONVICTION	●○○○○ ❑❑❑❑❑	LIMIT	❑❑❑❑❑ ❑❑❑❑❑ (Permanent ■ Temporary ☒)
❑ TEMPERANCE	●○○○○ ❑❑❑❑❑		
❑ VALOUR	●○○○○ ❑❑❑❑❑		

VIRTUE FLAW

Peripheral Essence

SPECIALITIES

SOCIAL COMBAT

SOCIAL ATTACKS	Speed	Honesty: Attack	Honesty: Excl.	Honesty: Parry DV	Honesty: Excl.	Deception: Attack	Deception: Excl.	Deception: Parry DV	Deception: Excl.	Rate
Presence	4									2
Performance	6									1
Investigation	5									2
		Cha. + Ability		(Cha. + Ability)/2		Man. + Ability		(Man. + Ability)/2		

JOIN DEBATE ☐ Excl. ☐ (Wits + Aware.)

DODGE MDV ☐ (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

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
	CASTE MARK GLITTERS			IMPOSSIBLE TO HIDE TELL +2 STEALTH DIFFICULTY	CASTE MARK BURNS			LOCKED TO TRUE FORMS STEALTH IMPOSSIBLE	CORUSCANT AURA		ANIMA ACTIVATES	BRILLIANT BONFIRE				TOTEMIC

ESSENCE

PERSONAL ESSENCE

Essence + [Willpower x 2]

Available

PERIPHERAL ESSENCE

[Essence x 4] + [Willpower x 2] + [Highest Virtue x 4]

Available

ANIMA EFFECTS

Spend 1m reflexively to:

- Cause Caste-mark and tattoos to glow brightly
- Cause Anima to glow brightly enough to read by for a scene
- Know the day of the lunar month, phase of moon, and the precise Time of Day for the rest of the scene
- Cause Tell to become unmistakable

Caste Abilities:

28th -2nd Spend from 1 to (2 x Essence) to activate . Activates at full power when flaring. All Attackers who cannot see through darkness suffer a -1 external penalty. All occult related charms and all spells cost 1m less for every mote spent. Maximum reduction is half of cost.

3rd-13th, 17th-27th Spend 10 motes to make an illusion disguise as one known person. Add dice equal to Essence to any social action assisted by trustworthyness.If banner flares at any level illusion dispelled and add Essence to difficulty to identify.

14th-16th Spend 5m to double speed and leaping distance for one scene and double Str for feats of strength.

Mote Recovery: Strenuous Activity: none; At ease: 4m/hour; Totally Relaxed: 8m/hour

Additional Mote Recovery:

TELL

MDV Required to Spot Tell: 12

Tell:

MDV Modifiers:

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

SHAPESHIFTING AND CHIMERISM

Every time you change shape roll Wyld Taint Dice-pool against Dodge MDV. Excess successes are point value of mutation gained, and pool is reset to 1. If the attack took place when shifting into a human form instead gain a derangement.

Each WP spent may cancel one success on the pool. This doesn't count as resisting unnatural mental influence unless the Lunar is in the Wyld. May chanel a virtue to redce number of dice in pool for this roll only.

Changing to a true form increases pool by 1. Changing to a heartsblood form increases pool by 2. Each day in creation, week in Bordermarches, or month is Middlemarches without shapeshifting reduces pool by 1. Pool doesn't reduce in Deep Wyld or Pure Chaos.

Changing in Bordermarches, +1; Middlemarches, +2; Deep Wyld, +4; Pure Chaos, +6 to each roll.

Each time Limit breaks in the Wyld gain a point of permanent limit. When Permanent Limit reaches 7 Human and Spirit forms are no longer True Forms. From 8 onwards the Lunar is evidently unnatural to anyone succeeding on a (Per. + Awa.) roll. Preventing this requires full concentration. At 9 rest no longer regains essence, but can totally consume a creature to gain essence equal to their health-levels, plus remaining personal motes. Twice health-levels for sentient beings. Motivation becomes "Survive at all costs". At 10 The character no longer gains mutations from the Wyld, but can gain them at will.

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 Caste Attribute Rx3; Favoured Ability, (Rx2)-1; Ability Rx2;Essence Rx9; Virtue Rx3; Willpower Rx2

NEW: Ability, 3; Speciality, 3; Favoured/Caste Charm, 10; Charm, 12; Knack, 11; Favoured/Caste Spell, 10; Spell, 12

TOTEMIC	BRILLIANT BONFIRE					ANIMA ACTIVATES	CORUSCANT AURA		LOCKED TO TRUE FORMS / STEALTH IMPOSSIBLE	CASTE MARK BURNS			IMPOSSIBLE TO HIDE TELL / +2 STEALTH DIFFICULTY	CASTE MARK GLITTERS			
16+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Peripheral Essence: 90, 80, 70, 60, 50, 40, 30, 20, 10, 00, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0

Personal Essence: 90, 80, 70, 60, 50, 40, 30, 20, 10, 00, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0

Human Form

Cost To Adopt Form: 1m

Human Attributes

		1st	2nd	3rd	Inst. Unit.	Fla. Foc.
❑ STRENGTH	●○○○○	❑	❑	❑	❑	❑
❑ DEXTERITY	●○○○○	❑	❑	❑	❑	❑
❑ STAMINA	●○○○○	❑	❑	❑	❑	❑
❑ APPEARANCE	●○○○○	❑	❑	❑	❑	❑

Shapeshifting (5,-1) (Misc. Action)

Recieve adopted form's Str. and Sta, and lower of adopted form's and human form's Dex.

True Forms' attributes are natural for dice-caps.

Other forms' attribute bonuses (but not penalties) count toward dice-caps.

Cost To Adopt Form: 1m

Spirit Form Attributes

STRENGTH	
DEXTERITY	
STAMINA	
APPEARANCE	

ATTACKS	Speed	Attack: Accuracy	Attack: Total	Attack: Excl.	Damage: Weapon	Damage: Base	Damage: Excl.	Damage: Type	Defense: Weapon	Defense: Total	Rate	Range
Punch	5	+1			0			B	+2		3	0
Kick	5	+0			3			B	-2		2	0
Clinch	6	+0			0			B	+0		1	0
	Dex. + Ability				Str.				Dex. + Ability			

ATTACKS	Speed	Attack: Accuracy	Attack: Total	Attack: Excl.	Damage: Weapon	Damage: Base	Damage: Excl.	Damage: Type	Defense: Weapon	Defense: Total	Rate	Range
	Dex. + Ability				Str.				Dex. + Ability			

		Excl.			Excl.
DODGE DV	(Dex. + Dodge + Essence)/2		PARRY DV	Defense/2	
KNOCKDOWN	Threshold. Sta. + Res.	Excl.	STUNNING	Threshold. Sta.	Excl.
	Pool [Sta. or Dex.] +[Ath. or Res.]	Excl.		Pool Sta. + Res.	Excl.

		Excl.			Excl.
DODGE DV	(Dex. + Dodge + Essence)/2		PARRY DV	Defense/2	
KNOCKDOWN	Threshold. Sta. + Res.	Excl.	STUNNING	Threshold. Sta.	Excl.
	Pool [Sta. or Dex.] +[Ath. or Res.]	Excl.		Pool Sta. + Res.	Excl.

	B	Excl.	L	Excl.	A
Base Soak (Sta.)/(Sta/2)					0
Other _____					
NATURAL TOTAL					
	Ordinary	Piercing	Ordinary	Piercing	
TOTAL					
Excellency					

	B	Excl.	L	Excl.	A
Base Soak (Sta.)/(Sta/2)					0
Other _____					
NATURAL TOTAL					
	Ordinary	Piercing	Ordinary	Piercing	
TOTAL					
Excellency					

Common Features

MOB. PEN. ❑

	B Ordinary	B Piercing	L Ordinary	L Piercing	A
Armour Soak					
Other _____					
ARMOUR TOTAL					

HARDNESS ❑ ❑

WOUND PENALTY	Health Levels	WOUND PENALTY
-0	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	-0
-1	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	-1
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	
-2	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	-2
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑	
-4	❑	-4
INCAPACITATED	❑	INCAPACITATED

JOIN BATTLE ❑ Excl. ❑
Wits + Aware.

MOVE	Excl.	DASH	Excl.	JUMP Horizontal	Excl.	Vertical	Excl.
Dex.		Dex. + 6		(Str. + Ath.)x2		Str. + Ath.	

MOVE	Excl.	DASH	Excl.	JUMP Horizontal	Excl.	Vertical	Excl.
Dex.		Dex. + 6		(Str. + Ath.)x2		Str. + Ath.	

Dying Health Levels
❑ ❑ ❑ ❑ ❑
❑ ❑ ❑ ❑ ❑
Sta.

Dying Health Levels
❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
Sta.

Valid Targets for the Sacred Hunt

■ ANIMALS (6 hrs)	❑ Large	❑ HUMANS (12 hrs)	❑ ELEMENTALS (12 hrs)	❑ BEHEMOTHS (6 hrs)
❑ Small	❑ Insects	❑ DEMONS (12 hrs)	❑ MUTANTS	❑ Huge

❑ LUNARS
❑ _____

Wyld Taint Dice-pool

0 1 2 3 4 5 6 7 8 9 10 00 10 20 30

WAR FORM

Cost To Adopt Form: 5m

WAR FORM ATTRIBUTES

		1st	2nd	3rd	Inst. Fla.	Unit. Foc.
STRENGTH	●○○○○ ○○○○○					
DEXTERITY	●○○○○ ○○○○○					
STAMINA	●○○○○ ○○○○○					
APPEARANCE	●○○○○ ○○○○○					

Whilst in war form healing charms allow the Lunar to regrow lost limbs and organs.

ATTACKS	Speed	Attack: Accuracy	Attack: Total	Attack: Excl.	Damage: Weapon	Damage: Base	Damage: Excl.	Damage: Type	Defense: Weapon	Defense: Total	Rate	Range
			Dex. + Ability			Str.			Dex. + Ability			

Mutations

Cost

Base Soak (Sta.)/(Sta/2)	B	Excl.	L	Excl.	A
Other _____					
NATURAL TOTAL					

	Ordinary	Piercing	Ordinary	Piercing	
Armour Soak					
Other _____					
TOTAL					
Excellency					

HARDNESS

DODGE DV ____ (Dex. + Dodge + Essence)/2 Excl. ____

PARRY DV ____ Defense/2 Excl. ____

KNOCKDOWN Threshold. ____ Excl. ____ Sta. + Res. Pool ____ Excl. ____ [Sta. or Dex.] +[Ath. or Res.]

STUNNING Threshold. ____ Excl. ____ Sta. Pool ____ Excl. ____ Sta. + Res.

MOB. PEN. ____

JOIN BATTLE ____ Excl. ____ Wits + Aware.

MOVE	Excl.	DASH	Excl.	JUMP: Horizontal	Excl.	JUMP: Vertical	Excl.	WOUND PENALTY
								-0
								-1
								-2
								-4
Dex.		Dex. + 6		(Str. + Ath.)x2		Str. + Ath.		INCAPACITATED

Health Levels

Dying Health Levels

Sta.

Whilst in war form a Lunar on his dying health levels does not lose further health-levels unless injured.

Gifts

Cost

HEART'S BLOOD FORMS

Cost To Adopt Form: 3m (+1wp for human forms)

	Str.	Dex.	Sta.	App.

Wyld Taint Dice-pool

30 20 10 00 10 9 8 7 6 5 4 3 2 1 0