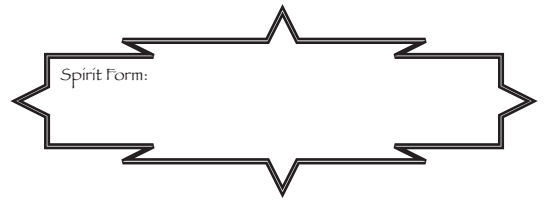
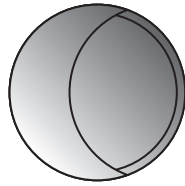
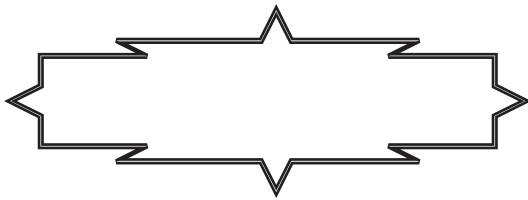


90  
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0



HUMAN ATTRIBUTES

PERSONALITY

FULL MOON	<input type="checkbox"/> STRENGTH	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	Inst. Unit. Foc.
	<input type="checkbox"/> DEXTERITY	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/> STAMINA	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
CHANGING MOON	<input type="checkbox"/> CHARISMA	●○○○○○	<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"/> APPEARANCE	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
NO MOON	<input type="checkbox"/> PERCEPTION	●○○○○○	<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"/> WITS	●○○○○○	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

MOTIVATION

INTIMACIES

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ABILITIES

VIRTUES

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	○○○○○

PERMANENT ESSENCE ●●○○○

COMPASSION ●○○○○○  
○○○○○

CONVICTION ●○○○○○  
○○○○○

TEMPERANCE ●○○○○○  
○○○○○

VALOUR ●○○○○○  
○○○○○

WILLPOWER ●●○○○○ ○○○○○○  
○○○○○ ○○○○○○  
Sum of two highest virtues

LIMIT ○○○○○ ○○○○○

VIRTUE FLAW

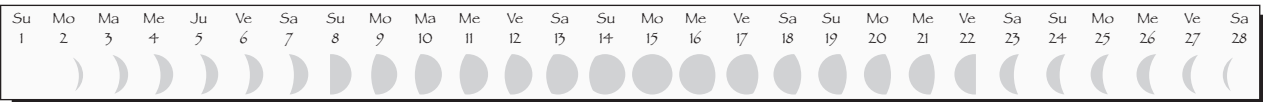
SPECIALITIES

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
		<small>Cha. + Ability</small>		<small>(Cha. + Ability)/2</small>		<small>Man. + Ability</small>		<small>(Man. + Ability)/2</small>		
JOIN DEBATE	<input type="checkbox"/>	Excl.								
	<small>Wits + Aware.</small>									
DODGE: MDV	<input type="checkbox"/>									
	<small>(Willpower + Integrity + Essence)/2</small>									

**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



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



# HUMAN FORM

Cost To Adopt Form: 1m

## HUMAN ATTRIBUTES

<input type="checkbox"/> STRENGTH	●○○○○○	<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"/> 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"/>	<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"/>	<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"/>	<input type="checkbox"/>

ATTACKS	Speed	Attack			Damage			Defense		Rate	Range	
		Accuracy	Total	Excl.	Weapon	Base	Excl.	Type	Weapon			Total
Punch	5	+1	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	B	+2	<input type="checkbox"/>	3	0
Kick	5	+0	<input type="checkbox"/>	<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>	B	-2	<input type="checkbox"/>	2	0
Clinch	6	+0	<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	B	+0	<input type="checkbox"/>	1	0

DODGE DV	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	PARRY DV	<input type="checkbox"/>	Excl.	<input type="checkbox"/>
	(Dex. + Dodge + Essence)/2				Defense/2		
KNOCKDOWN	<input type="checkbox"/>	Threshold.	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	Threshold.	<input type="checkbox"/>
	(Sta. + Res. Fool)				(Sta. Fool)		
STUNNING	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	STUNNING	<input type="checkbox"/>	Excl.	<input type="checkbox"/>
	(Sta. or Dex.) + (Ath. or Res.)				(Sta. + Res.)		
Base Soak (Sta.)/(Sta./2)	<input type="checkbox"/>	B	Excl.	<input type="checkbox"/>	L	Excl.	<input type="checkbox"/>
Other	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>
NATURAL TOTAL	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>
TOTAL	<input type="checkbox"/>	Ordinary	Piercing	<input type="checkbox"/>	Ordinary	Piercing	<input type="checkbox"/>
Excellency	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>

MOVE	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	DASH	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	JUMP	<input type="checkbox"/>	Horizontal	Excl.	Vertical	Excl.
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	Dex.		Dex. + 6		(Str. + Ath.)x2		(Str. + Ath.)						

Dying 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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Sta.

# SHAPESHIFTING (5,-1)

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.

# SPRIT FORM

Cost To Adopt Form: 1m

## SPRIT FORM ATTRIBUTES

STRENGTH	<input type="checkbox"/>
DEXTERITY	<input type="checkbox"/>
STAMINA	<input type="checkbox"/>
APPEARANCE	<input type="checkbox"/>

ATTACKS	Speed	Attack			Damage			Defense		Rate	Range
		Accuracy	Total	Excl.	Weapon	Base	Excl.	Type	Weapon		

DODGE DV	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	PARRY DV	<input type="checkbox"/>	Excl.	<input type="checkbox"/>
	(Dex. + Dodge + Essence)/2				Defense/2		
KNOCKDOWN	<input type="checkbox"/>	Threshold.	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	Threshold.	<input type="checkbox"/>
	(Sta. + Res. Fool)				(Sta. Fool)		
STUNNING	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	STUNNING	<input type="checkbox"/>	Excl.	<input type="checkbox"/>
	(Sta. or Dex.) + (Ath. or Res.)				(Sta. + Res.)		
Base Soak (Sta.)/(Sta./2)	<input type="checkbox"/>	B	Excl.	<input type="checkbox"/>	L	Excl.	<input type="checkbox"/>
Other	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>
NATURAL TOTAL	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>
TOTAL	<input type="checkbox"/>	Ordinary	Piercing	<input type="checkbox"/>	Ordinary	Piercing	<input type="checkbox"/>
Excellency	<input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>

MOVE	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	DASH	<input type="checkbox"/>	Excl.	<input type="checkbox"/>	JUMP	<input type="checkbox"/>	Horizontal	Excl.	Vertical	Excl.
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	Dex.		Dex. + 6		(Str. + Ath.)x2		(Str. + Ath.)						

Dying 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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Sta.

## COMMON FEATURES

MOB. PEN.	<input type="checkbox"/>				
Ordinary	B	Piercing	L	Piercing	A
Armour Soak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ARMOUR TOTAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HARDNESS	<input type="checkbox"/>	<input type="checkbox"/>			

Bashing Damage heals one health level per 3 hours. Lethal healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week. Double if not resting. Agg. Cannot be healed magically.

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

INCAPACITATED

Bashing  Lethal  Lethal Excl.

JOIN BATTLE	<input type="checkbox"/>	<input type="checkbox"/>
	Wits + Aware.	

Valid Targets for the Sacred Hunt	<input checked="" type="checkbox"/> ANIMALS (6 hrs)	<input type="checkbox"/> Large	<input type="checkbox"/> HUMANS (12 hrs)	<input type="checkbox"/> ELEMENTALS (12 hrs)	<input type="checkbox"/> BEHEMOTHS (6 hrs)	<input type="checkbox"/> LUNARS
	<input type="checkbox"/> Small	<input type="checkbox"/> Insects	<input type="checkbox"/> DEMONS (12 hrs)	<input type="checkbox"/> MUTANTS	<input type="checkbox"/> Huge	<input type="checkbox"/>

## Willpower

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

