ATTRIBUTES

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

ABILITIES

DAWN
- ☐ ARCHERY ○○○○○ ☐☐☐ ☐☐
- ☐ MARTIAL ARTS ○○○○○ ☐☐☐ ☐☐
- ☐ MELEE ○○○○○ ☐☐☐ ☐☐
- ☐ THROWN ○○○○○ ☐☐☐ ☐☐
- ☐ WAR ○○○○○ ☐☐☐ ☐☐

Inf. Ess. / 1st 2nd 3rd / Mas. Flo.

ZENITH
- ☐ INTEGRITY ○○○○○ ☐☐☐ ☐☐
- ☐ PERFORMANCE ○○○○○ ☐☐☐ ☐☐
- ☐ PRESENCE ○○○○○ ☐☐☐ ☐☐
- ☐ RESISTANCE ○○○○○ ☐☐☐ ☐☐
- ☐ SURVIVAL ○○○○○ ☐☐☐ ☐☐

TWILIGHT
- ☐ CRAFT ☐☐☐ ☐☐
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- ☐ INVESTIGATION ○○○○○ ☐☐☐ ☐☐
- ☐ LORE ○○○○○ ☐☐☐ ☐☐
- ☐ MEDICINE ○○○○○ ☐☐☐ ☐☐
- ☐ OCCULT ○○○○○ ☐☐☐ ☐☐

NIGHT
- ☐ ATHLETICS ○○○○○
- ☐ AWARENESS ○○○○○
- ☐ DODGE ○○○○○
- ☐ LARCENY ○○○○○
- ☐ STEALTH ○○○○○

ECLIPSE
- ☐ BUREAUCRACY ○○○○○
- ☐ LINGUISTICS ○○○○○
- ☐ RIDE ○○○○○
- ☐ SAIL ○○○○○
- ☐ SOCIALISE ○○○○○

PERSONALITY

MOTIVATION

INTIMACIES

VIRTUES

PERMANENT ESSENCE ●●○○○

- ☐ COMPASSION ●○○○○ ☐☐☐☐☐
- ☐ CONVICTION ●○○○○ ☐☐☐☐☐
- ☐ TEMPERANCE ●○○○○ ☐☐☐☐☐
- ☐ VALOUR ●○○○○ ☐☐☐☐☐

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

LIMIT ☐☐☐☐☐ ☐☐☐☐☐

VIRTUE FLAW

SPECIALITIES

COMBAT

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

Attack: Dex. + Ability / Damage: Str. / Defense: Dex. + Ability

JOIN BATTLE ☐ Excl. ☐
Wits + Aware.

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

PARRY DV ☐ Excl. ☐
Defense/2

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

STUNNING Threshold. ☐ Pool ☐
Sta. [ta. + Res.]

MOB. PEN. ☐

Steps in Combat:
1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/ Apply defenses
6. Defense reroll
7. Claculate raw damage
8. Apply hardness and soak then roll damage
9. Counterattack
10. Apply damage, knockdown, and stunning

MOVE | DASH | JUMP (Horizontal | Vertical)

WOUND PENALTY
- -0
- -1
- -2
- -4
- INCAPACITATED

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

Health Levels
☐ ☐☐☐☐☐☐☐☐
(-0)
(-1)
(-2)
(-4)
Incapacitated
Sta.

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.

◪ Bashing ☒ Lethal ☒ Lethal

	B	L	A
Base Soak (Sta.)/(Sta/2)			O
Other _____			
NATURAL TOTAL			
	Ordinary Piercing	Ordinary Piercing	
Armour Soak			
Other _____			
FINAL TOTAL			
HARDNESS			

Personal Essence: 90 80 70 60 50 40 30 20 10 00 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

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

ESSENCE

Side markers (left, Peripheral Essence)
90 80 70 60 50 40 30 20 10 00 | 9 8 7 6 5 4 3 2 1 0

Peripheral Essence

Side markers (right, Personal Essence)
90 80 70 60 50 40 30 20 10 00 | 9 8 7 6 5 4 3 2 1 0

Personal Essence

PERSONAL ESSENCE

[Essence x 3] + Willpower

Available

=

PERIPHERAL ESSENCE

[Essence x 7] + Willpower + Sum of virtues

Available

=

ANIMA EFFECTS

Spend 1m reflexively to:

Cause Caste-mark to glow brightly

Cause Anima to glow brightly enough to read by for a scene

Know the precise Time of Day for the rest of the scene

Caste Abilities:

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

Additional Mote Recovery:

SOCIAL COMBAT

SOCIAL ATTACKS	Speed	Honesty				Deception				Rate
		Attack	Excl.	Parry DV	Excl.	Attack	Excl.	Parry DV	Excl.	
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 — Excl.
(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

BACKGROUNDS

(rows of five circles each, with blank lines on both sides)

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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 Ability, (Rx2)–1; Ability Rx2;Essence Rx8; Virtue Rx3;Willpower Rx2

NEW: Ability, 3; Speciality, 3; Favoured/Caste Charm, 8; Charm, 10; Non-solar Charm, 16; Favoured/Caste Spell, 8; Spell, 10

Bottom anima track

TOTEMIC | BRILLIANT BONFIRE | ANIMA ACTIVATES | STEALTH IMPOSSIBLE CORUSCANT AURA | +2 STEALTH DIFFICULTY CASTE MARK BURNS | CASTE MARK GLITTERS

16+ 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0