

ATTRIBUTES

			Excellencies 1st 2nd 3rd
STRENGTH	●○○○○○	○○○○○○	□□□□
DEXTERITY	●○○○○○	○○○○○○	□□□□
STAMINA	●○○○○○	○○○○○○	□□□□
CHARISMA	●○○○○○	○○○○○○	□□□□
MANIPULATION	●○○○○○	○○○○○○	□□□□
APPEARANCE	●○○○○○	○○○○○○	□□□□
PERCEPTION	●○○○○○	○○○○○○	□□□□
INTELLIGENCE	●○○○○○	○○○○○○	□□□□
WITS	●○○○○○	○○○○○○	□□□□

FEATURES: _____

CASTE: _____

CONCEPT: _____

PERSONALITY: _____

MOTIVATION: _____

ABILITIES

			Excellencies 1st 2nd 3rd	Other
90	ARCHERY	○○○○○○	○○○○○○	□□□□
80	ATHLETICS	○○○○○○	○○○○○○	□□□□
70	AWARENESS	○○○○○○	○○○○○○	□□□□
60	BUREAUCRACY	○○○○○○	○○○○○○	□□□□
	CRAFT	See Craft Section		□□□□
50	DODGE	○○○○○○	○○○○○○	□□□□
	INTEGRITY	○○○○○○	○○○○○○	□□□□
40	INVESTIGATION	○○○○○○	○○○○○○	□□□□
	LARCENY	○○○○○○	○○○○○○	□□□□
30	LINGUISTICS	○○○○○○	○○○○○○	□□□□
20	LORE	○○○○○○	○○○○○○	□□□□
	MARTIAL ARTS	○○○○○○	○○○○○○	□□□□
10	MEDICINE	○○○○○○	○○○○○○	□□□□
	MELEE	○○○○○○	○○○○○○	□□□□
00	OCCULT	○○○○○○	○○○○○○	□□□□
	PERFORMANCE	○○○○○○	○○○○○○	□□□□
	PRESENCE	○○○○○○	○○○○○○	□□□□
	RESISTANCE	○○○○○○	○○○○○○	□□□□
	RIDE	○○○○○○	○○○○○○	□□□□
	SAIL	○○○○○○	○○○○○○	□□□□
9	SOCIALISE	○○○○○○	○○○○○○	□□□□
8	STEALTH	○○○○○○	○○○○○○	□□□□
7	SURVIVAL	○○○○○○	○○○○○○	□□□□
6	THROWN	○○○○○○	○○○○○○	□□□□
5	WAR	○○○○○○	○○○○○○	□□□□

SPECIALTIES & CRAFTS

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

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_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

ESSENCE

PRINCIPLE OF MOTION PERMANENT ESSENCE ●○○○○○ ○○○○○○

PERSONAL NOTES PERIPHERAL NOTES

COMMITTED _____ AVAILABLE _____

COMMITTED _____ AVAILABLE _____

VIRTUES & WILLPOWER

COMPASSION ●○○○○○ TEMPERANCE ●○○○○○

CONVICTION ●○○○○○ VALOR ●○○○○○

WILLPOWER ○○○○○○

INTIMACIES (Max = WP + Compassion)

COMBAT

WEAPONS	SPEED	ACCURACY	DAMAGE	DEFENCE	RATE	RANGE
	Weapon	Weapon/Total/Excellency	Weapon / Total / Type	Weapon / Total	Weapon	Weapon
Punch	5	+1	0	B	+2	3
Kick	5	+0	3	B	-2	2
Clinch	6	+0	0	B	+0	1

To calculate total add: Dex + Ability + Dex + Ability + Strength + Dex + Ability

DODGE DV (Dex + Dodge + Essence)/2 - Mob. Pen.

PARRY DV (Total Defense)/2

JOIN BATTLE Wits + Awareness

SOCIAL COMBAT

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

MOVEMENT & HEALTH

MOVE	DASH	JUMP	WOUND PENALTY	HEALTH LEVELS
		Horizontal Vertical	-0	Ox-Body Health Levels
			-1	
			-2	
			-4	Dying Health Levels
			INCAP	Stamina
Dexterity -Wound Penalty	Dex + 6 -Mob. Pen. -Wound Penalty	(Str + Athletics - Mob. Pen. -Wound Penalty) x 2		Stamina

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; Incapacitated = 1 week). Double these times if not resting. Agg. damage cannot be healed magically.

DEATH & DYING: Characters reduced below Incapacitated by L damage must take the Inactive action, losing one Dying Health Level each action. All character's should have the opportunity for a last dramatic soliloquy before death.

ARMOUR	SOAK	MOB. PEN.	FATIGUE	HARDNESS	SOAK	Bashing / Lethal / Aggravated
	Lethal Bashing		Lethal Bashing	BASE SOAK	Stamina / Stamina+2	
				ARMOR	Use Lethal soak for Aggravated	
				TOTAL		
				TOTAL +		

Threshold / Pool to Resist

Threshold

Threshold

Knockdown: [Sta or Dex]+ [Athletics or Resistance]

Stunning: [Sta or Dex]+ [Athletics or Resistance]

Characters may be knocked down if struck with an attack that deals more raw damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty 2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.

Characters who suffer more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty of damage - Stamina) or be stunned until the attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

ORDER OF COMBAT

1. Declare Attack
2. Declare Defense
3. Attack Roll
4. Attack Reroll
5. Subtract Penalties/Apply Defenses
6. Apply "Reroll" Defense
7. Calculate Raw Damage
8. Apply Hardness & Soak, Roll Damage
9. Counterattack
10. Apply Damage, Knockdown & Stunning

COMMON ACTIONS

Action (Speed / DV Penalty)

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)

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

