Name:	.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK	Spirit Form: Tell:	_
		CASTE:	
HOMELAND:	CONCEPT:	FACTION:	_/
ATTRIBU	TES IN HUMAN FORM	ESSENCE	
90	Excellencies INSTINCTUAL 1st 2nd 3rd UNITY	PERMANENT ESSENCE ••••••	90
	●0000 □□□□□		80
70 E STAMINA		ANIMA EFFECTS PERSONAL MOTES Cause Caste Mark and Tattoos Cause Anima to glow brightly	70
60 CHARISMA	●0000 □□□□	to glow brightly for 1 scene enough to read by for a scene (1 mote)	60
MANIPULATION _	0000 □□□ □	Know day of lunar month, phase Cause lell to become unmistakable of moon, and time of day for (1 mote)	
50 APPEARANCE	●0000 □□□□	AVAILABLE	50
40 PERCEPTION	0000		40
	00000 □□□□	PERIPHERAL MOTES PERIPHERAL MOTES	30
20	ABILITIES		20
	WAR OOOO		10
ARCHERT ATHLETICS	0000	MOTES BANNER DIFFICULTY STEALTH LOCKED TO ANIMA SPENT FLARE SPOTTELL DIFFICULTY TRUE FORMS ACTIVATES? \$\frac{1}{2}\$	
	00000	1-3 Caste Mark Glitters Standard Normal	00 E
	00000	4-7 Caste Mark and Impossible Tattoos Burn to hide +2	AL N
MELEE	0000	11-15 Brilliant Bonfire Impossible Impossible	PHFR 6
	00000	to hide 16+ Totemic Impossible to hide Impossible Imp	8 🖁
7	00000	SPECIALTIES & CRAFTS	7
G CRAFT	LIFESee Craft Section	0000000000	6
LINGUISTICS_	00000	0000000000	5
☐ PRESENCE	00000	0000000000 _	
4 RIDE	00000	0000000000	4
3 SOCIALISE	00000		3
2 STEALTH SURVIVAL			2
	WISDOM	0000000000	1
BUREAUCRACY_ INVESTIGATION_		0000000000	0
		0000000000	J
☐ MEDICINE			
		SOCIAL COMBAT INTIMACIES (Max = WP + Compassion)	
ATTACKS SPEED HON	DEC EXCELENCY RATE HONESTY DECEPTION HON DEC MDV MDV		
PRESENCE 4			
PERFORMANCE 6 INVESTIGATION 5			
Charisma + Ability	Manipulation (Charisma (Manipulation + Ability + Ability)/2 + Ability)/2		
DODGE MDV	JOIN DEBATE		
(Willpower + Integrity + Essence) / 2	Wits + Awareness		
	V	'IRTUES & WILLPOWER -	
COMPASSION OOO	TEMPERANCE	LIMIT VIRTUE FLAW	
CONVICTION DOOD	VALOR OOOO WILLPOWER C		

CHARMS & SORCERY						
GIFT FURY COMBO NAME	COST	DURATION	TYPE	EFFECT	PAGE	
				-		
		· -	-	-		
	-		-			
				· 		
				-		
Lunar Fyrited may use one Charm each action Supplement	al and Roflyi		od multiple ti	- imes up until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms pe dice (or half that in successes) to any given roll.		
NAME	MIN	. COST CHA	RMS			
				BACKGROUNDS		
BACKGROUND RATING		DETAILS				
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MASS COMBAT	SOLO	UNIT ——		EXPERIENCE LANGUAGES		
Endurance 0000000000 [Action (Spee Move (0/ Dash (3/-	2)	TOTAL BANKED SPENT		
Apply target unit's magnitude as an external penalty to all attacks		Inactive (None) 5/Special) e (0/None)	Increase: Attribute, Rx4; Favoured or Caste Attribute, Rx3;		
Upon each succesful attack roll (Charisma + War) against a difficul fatigue value, on failure lose a dot of Endurance. A character with endurance has a -2 penalty on all actions.	ty of your Ar no remainin	mour's Spell (5/-:	2)	Favoured Ability, (Rx2)-1; Ability Rx2;Essence Rx9; Virtue Rx3;Willpower Rx2		
ensurance has a -z penany on an actions.				New: Ability, 3; Speciality, 3; Favoured/Caste Charm, 10; ———————————————————————————————————		

		FORMS —		
Caste/ Favoured STRENGTH DEXTERITY STAMINA	Excellencies Infinite 1st 2nd 3rd Mastery	HUMAN - 1m • 0 0 0 0 • 0 0 0 0 • 0 0 0 0	HYBRID -5m •0000 00000 •0000 00000	SPIRIT - 1m
APPEARANCE		●○○○ COMBAT ■	•0000 00000	•0000 00000
WEAPONS Punch Kick Clinch	SPEED ACC DMG TYPE DEF RATE RNG 5 +1 0 B +2 3 5 +0 3 B -2 2 6 +0 0 B +0 1	To Hit Damage Defense	To Hit Damage Defense	To Hit Damage Defense
3. Attack Roll Physical Att Attack Reroll Social Attac Co-ordinate Subtract Penalties/ Apply Defenses Simple Cha Guard (3/N Calculate Raw Damage Move (0/N 8. Apply Hardness & Soak, Dash (3/-2) Roll Damage Poch Counterattack Roll Damage Rhockdown & Stunning Inactive (5. ARMOUR HEALING: Bashing damage heals 1	/ OV Penalty (Varies/-0) pons (5/-1) tack (Varies/-1) ck (Varies/-2) tack (Varies/-2) tack (Varies/-2) tack (Varies/-2) tack (Varies/-2) tack (Varies/-2) tack (Varies/-2) 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	+ Acc + Def DODGE DV (Dex + Dodge + Essence)/2 - Mob. Pen. PARRY DV (Total Defense)/2 Threshold Exc. Pool to Resist Exc. STUNNING Stamina Sta + Res Threshold Exc. Pool to Resist Exc. KNOCKDOWN Sta + Res (Sta/Dex) + (Jath/Res) SOAK Bashing / Lethal / Aggravated BASE SOAK Stamina / Stamina + 2 ARMOR Use Lethal soak for Aggravated TOTAL TOTAL + EXCEL. MOVEMENT & HEAL MOVE DASH JUMP Exc. Exc. Hobs.	+ Acc + Def DODGE DV	+ Acc + Def DODGE DV (Dex + Dodge + Essence)/2 - Mob. Pen. PARRY DV (Total Defense)/2 Threshold Exc. Pool to Resist Exc. KNOCKDOWN Stamina Sta + Res SOAK Bashing / Lethal / Aggravated HATV/Res SOAK Bashing / Lethal / Aggravated TOTAL TOTAL + EXCEL. MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc.
health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week). Incap. = 1 week). Doubled if not resting. Agg cannot be healed magically. DEATH & DYING: Characters reduced below Incap. by L damage must take the Inactive action, losing one Dying Health level each action. All characters should have the oportunity before dying.	-0 -1 -2 -4 INCAP Bashing Lethal Aggravated	Desterity Dex+6 (Str+Ath Str+Ath	Deoterity Dex + 6 Mob Pen Mob Pen Mod Pen. Mob Pen Wound - Wound - Wound - Wound - Wound - Stamina - Stamina	Desterity Dex +6 Mob PenMob PenMob PenWound Penalty Penalty Dying Health Levels Stamina
NAME	EFFECT	TIONS AND KNACKS	PAGE	NATURAL ABILITIES
SHAPESHIFTING SPEED 5 Miscelaneous action Recieve adopted form's Str, Sta, and App, and lower of human and adopted form's Dex.	which would change the Lunar's shape except for Lunar shapeshifting. Difficult	TELL in other forms. MDV TO SPOTTELL 12 ty +1 for all yy targeting the Visible in all forms.	Observing a True Form	CE-CAPS le form's attributes count as natural for trmining dice caps. tribute bonuses (but not penalties) in other rms count towards but are not limitted by the caps.



































			HEART'S BLOOD FORMS		
Caste/ Favoured	Excellencies Infinite 1st 2nd 3rd Mastery	3m			
STRENGTH	_		•0000 00000	•0000 00000	•0000 00000
APPEARANCE			•0000 00000 •••••••••••••••••••••••••••	•0000 00000	•0000 00000
WEAPONS Punch Kick Clinch	SPEED ACC DMG TYPI 5 +1 0 B 5 +0 3 B 6 +0 0 B	DEF RATE RNG 12 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	To Hit Damage Defense	To Hit Damage Defense	To Hit Damage Defense
Action (Spee Declare Attack Din Battl Declare Defense Ready We Attack Roll Attack Reroll Social Att Subtract Penalties/Co-ordin Apply Defenses Simple Cl Calculate Raw Damage Roll Damage Moure (O/R) Roll Damage Subtract Reroll Guard (3, 7, 12, 12, 12, 12, 12, 12, 12, 12, 12, 12	down if s deals m their (St (Stamina or Resista an action aroll (Stamina aroll (Stamina)	s may be knocked truck with an attack that rore raw damage than amina + Resistence). or Dexterity! [Athletics nce]) (difficulty 2) to ing from prone requires. Prone characters take a all penalty to all non-shysical rolls. s who suffer more yels of damage than in a single blow ea reflexive stamina ince roll (difficulty ge - Stamina) or be intil the attacker next ned characters take a il penalty to all non-shysical rolls. OB. FAT- HARD-EN. IGUE NESS.	Stamina / Stamina ÷ 2	+ Acc + Def DODGE DV (Dex + Dodge + Essence)/2 - Mob. Pen. PARRY DV (Total Defense)/2 Threshold Exc. Pool to Resist Exc. STUNNING Stamina Sta + Res Threshold Exc. Pool to Resist Exc. KNOCKDOWN Sta + Res [Sta/Dex] + [Att\/Res] SOAK Bashing / Lethal / Aggravated BASE SOAK Stamina / Stamina 2 ARMOR	+ Acc + Def DODGE DV (Dex + Dodge + Essence)/2 - Mob. Pen. PARRY DV Threshold Exc. STUNNING Stamina Sta + Res Threshold Exc. KNOCKDOWN Sta + Res SOAK Bashing / Lethal / Aggravated BASE SOAK Stamina/ Stamina+2 ARMOR
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; Incap = 1 week). Doubled if not resting. Agg cannot be healed magically.	-0	dy Health Le	ARMOR Use Lethal soak for Aggravated TOTAL TOTAL + EXCEL. MOVEMENT & HEA MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Exc. Exc. Horizontal Vertical Exc. Destreity Dex + 6 Mob Pen - Mob. Pen - Mob Pen - Mob Pen - Mob Pen - Mob Pen - Wound - Wound	Juse Lethal soak for Aggravated TOTAL TOTAL + EXCEL. LTH MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Dexterity Dex + 6 (Str + Ath Str + Ath Mob Pen Mob. Pen Mob. Pen Mob. Pen Mob. Pen Wound)	Use Lethal soak for Aggravated TOTAL TOTAL + EXCEL. MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Desterity Dex +6 (Str + Ath Str + Ath Mob Pen Mob Pen Mob Pen Mob Pen Mob Pen Wound) - Wound
Characters reduced below Incap. by L damage must take the Inactive action, Iosing one Dying Health level each action. All characters should have the oportunit before dying.		Lethal 🕅 Aggravated	Penalty x2 Dying Health Levels Stamina	Penalty Penalty x2 Dying Health Levels Stamina	Penalty Penalty x2 Dying Health Levels Stamina
NATURAL	ABILITIES		NATURAL ABILITIES		NATURAL ABILITIES
NAME	EFI	FECT	KNACKS		PAGE