

HAIR: _____ FEATURES: _____
 EYES: _____
 SKIN: _____
 HOMELAND: _____ ASPECT: _____
 SEX: _____ AGE: _____ ANIMA: _____

ATTRIBUTES

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

ABILITIES

	Caste/ Favoured		Excellencies 1st 2nd 3rd	Terrestrial Reinforcement
AIR	<input type="checkbox"/>	LINGUISTICS ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	LORE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	OCCULT ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	STEALTH ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	THROWN ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
EARTH	<input type="checkbox"/>	AWARENESS ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	CRAFT See Craft Section	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	INTEGRITY ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	RESISTANCE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
FIRE	<input type="checkbox"/>	WAR ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	ATHLETICS ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	DODGE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	MELEE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
WATER	<input type="checkbox"/>	PRESENCE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	SOCIALISE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	BUREAUCRACY ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	INVESTIGATION ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
WOOD	<input type="checkbox"/>	LARCENY ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	MARTIAL ARTS ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	SAIL ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	ARCHERY ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
PERSONAL NOTES	<input type="checkbox"/>	MEDICINE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	PERFORMANCE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	RIDE ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	SURVIVAL ○○○○○	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

SOCIAL COMBAT

	ATTACKS	SPEED	HON	DEC	EXC.	RATE	HONESTY	DECEPTION
							MDV	MDV
3	PRESENCE	4				2		
2	PERFORMANCE	6				1		
1	INVESTIGATION	5				2		
0	DODGE MDV							

Charisma + Ability + Ability + Ability
 Manipulation + Ability + Ability + Ability
 Excellency
 (Charisma + Ability)/2
 (Manipulation + Ability)/2
 Excellency
 Wits + Awareness

MOVEMENT & HEALTH

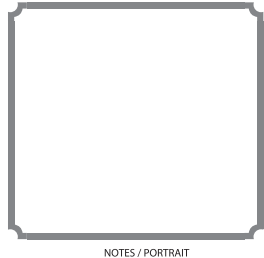
MOVE	DASH	JUMP	WOUND PENALTY	HEALTH LEVELS
		Horizontal Vertical	-0	Ox-Body Health Levels
			-1	
			-2	
			-4	Dying Health Levels
Dexterity -Wound Penalty	Dex + 6 -Mob. Pen. -Wound Penalty	(Str + Athletics -Wound Penalty) x 2	INCAP	Stamina

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.

CONCEPT: _____
 PERSONALITY: _____
 MOTIVATION: _____

INTIMACIES
 (Max = WP + Compassion)



NOTES / PORTRAIT

SPECIALTIES & CRAFTS

○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

ESSENCE

PERMANENT ESSENCE ●●○○○○ ○○○○○○

ANIMA EFFECTS

NOTES SPENT	STEALTH DIFFICULTY	ANIMA FLUX
1-3	Normal	No
4-7	+2	No
8-10	Impossible	1Die/min. L
11-15	Impossible	1Die/tick. L
16+	Impossible	1Die/tick. L*

* Characters who soak Lethal with their stamina are not immune at this level

PERSONAL NOTES [] [] [] [] [] [] [] [] [] []
 COMMITTED [] [] [] [] [] [] [] [] [] []
 AVAILABLE [] [] [] [] [] [] [] [] [] []

PERIPHERAL NOTES [] [] [] [] [] [] [] [] [] []
 COMMITTED [] [] [] [] [] [] [] [] [] []
 AVAILABLE [] [] [] [] [] [] [] [] [] []

VIRTUES & WILLPOWER

COMPASSION ●○○○○○ [] [] [] [] [] [] [] [] [] []

CONVICTION ●○○○○○ [] [] [] [] [] [] [] [] [] []

TEMPERANCE ●○○○○○ [] [] [] [] [] [] [] [] [] []

VALOR ●○○○○○ [] [] [] [] [] [] [] [] [] []

WILLPOWER ○○○○○○ [] [] [] [] [] [] [] [] [] []

LIMIT [] [] [] [] [] [] [] [] [] []

COMBAT

WEAPONS	SPEED ACCURACY	DAMAGE	DEFENCE	RATE RANGE	
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 Strength Dex + Ability Excellency

DODGE DV [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 (Dex + Dodge + Essence)/2 - Mob. Pen. (Total Defense)/2

PARRY DV [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 (Total Defense)/2 Wits + Awareness

ARMOUR	SOAK	MOB. PEN.	FAT-IGUE	HARD-NESS	SOAK	Bashing / Lethal / Aggravated
	Lethal Bashing		Lethal Bashing	Lethal Bashing	BASE SOAK Stamina / Stamina+2	[] [] [] [] [] [] [] [] [] [] [] []
					ARMOR Use Lethal soak for Aggravated	[] [] [] [] [] [] [] [] [] [] [] []
					TOTAL	[] [] [] [] [] [] [] [] [] [] [] []
					TOTAL +	[] [] [] [] [] [] [] [] [] [] [] []

Threshold / Pool to Resist [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 STA + Resistance / [Sta or Dex] + [Athletics or Resistance]

THRESHOLD [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

ORDER OF COMBAT

1. Declare Attack
2. Declare Defense
3. Attack Roll
4. Attack Reroll
5. Subtract Penalties/Apply Defenses
6. Defense "Reroll"
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

