

### PERSONAL INFO

NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

CONCEPT \_\_\_\_\_

ASPECT \_\_\_\_\_ ANIMA TOTEM \_\_\_\_\_

HOUSE \_\_\_\_\_ TITLE \_\_\_\_\_ AGE \_\_\_\_\_

HAIR \_\_\_\_\_ SKIN \_\_\_\_\_ EYES \_\_\_\_\_

### ATTRIBUTES

STRENGTH ●○○○○

DEXTERITY ●○○○○

STAMINA ●○○○○

CHARISMA ●○○○○

MANIPULATION ●○○○○

APPEARANCE ●○○○○

PERCEPTION ●○○○○

INTELLIGENCE ●○○○○

WITS ●○○○○

### ABILITIES

**AIR**

☐ LINGUISTICS ○○○○○

☐ LORE ○○○○○

☐ OCCULT ○○○○○

❖ ☐ STEALTH ○○○○○

☐ THROWN ○○○○○

**EARTH**

☐ AWARENESS ○○○○○

☐ CRAFT ( ) ○○○○○

☐ CRAFT ( ) ○○○○○

☐ ENDURANCE ○○○○○

☐ MARTIAL ARTS ○○○○○

☐ RESISTANCE ○○○○○

**FIRE**

❖ ☐ ATHLETICS ○○○○○

❖ ☐ DODGE ○○○○○

☐ MELEE ○○○○○

☐ PRESENCE ○○○○○

☐ SOCIALISE ○○○○○

**WATER**

☐ BRAYL ○○○○○

☐ BUREAUCRACY ○○○○○

☐ INVESTIGATION ○○○○○

❖ ☐ LARCENY ○○○○○

☐ SAIL ○○○○○

**WOOD**

☐ ARCHERY ○○○○○

☐ MEDICINE ○○○○○

☐ PERFORMANCE ○○○○○

❖ ☐ RIDE ○○○○○

☐ SURVIVAL ○○○○○

**SPECIALTIES** ○○○

○ ○ ○

○ ○ ○

○ ○ ○

❖ This ability is commonly affected by mobility penalty

### COMBAT

**BASE INITIATIVE** Dexterity + Wits - Wound Pen

**DODGE POOL** Dexterity + Dodge + Essence - Mob Pen

• **KNOCKDOWN:** Character may be knocked down if receives more than Stamina + Resistance pre-soak damage in a single blow. Stamina + Resistance (difficulty 1) to avoid. Fallen characters are at -2 to all dice pools until an action is spent standing up. Alternatively, characters may suffer **KNOCKBACK**. Every three points of raw damage throws them 1 yard back. Knockback never causes lethal damage.

**KNOCKDOWN** Stamina + Resistance

• **STUNNING:** Characters who take more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty equal to the difference) or be stunned for (6 - Stamina) turns. Stunned characters are at -2 dice to all dice pools.

**STUN THRESHOLD** Stamina

**STUN DURATION** 6 - Stamina

### WILLPOWER

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• **THE GREAT CURSE:** If temporary willpower reaches zero and anima is glowing, character becomes violently possessed of aspects element as their **VIRTUE FLAY** takes effect.

**VIRTUE FLAY**

\_\_\_\_\_

**NATURE**

\_\_\_\_\_

Regain **WILLPOWER** when: \_\_\_\_\_

### VIRTUES

**COMPASSION** ● ○ ○ ○ ○

□ □ □ □ □

**TEMPERANCE** ● ○ ○ ○ ○

□ □ □ □ □

**CONVICTION** ● ○ ○ ○ ○

□ □ □ □ □

**VALOUR** ● ○ ○ ○ ○

□ □ □ □ □

### WEAPONRY

MELEE WEAPONS	SPEED	ACCURACY	DAMAGE	DEFENCE	RATE
_____	_____	_____	_____	_____	_____
inc. modifiers:	+ Initiative	+ Dex + Ability	+ Strength	+ Dex + Ability	_____
_____	_____	_____	_____	_____	_____
inc. modifiers:	+ Initiative	+ Dex + Ability	+ Strength	+ Dex + Ability	_____
_____	_____	_____	_____	_____	_____
inc. modifiers:	+ Initiative	+ Dex + Ability	+ Strength	+ Dex + Ability	_____

MISSILE WEAPONS	ACCURACY	DAMAGE	RATE	RANGE
_____	_____	_____	_____	_____
inc. modifiers:	+ Dex + Ability	+ Strength	_____	_____
_____	_____	_____	_____	_____
inc. modifiers:	+ Dex + Ability	+ Strength	_____	_____

• **FIST:** Spd +0 Acc +1 Dmg +0B Def +2 Rate 5 • **KICK:** Spd -3 Acc +1 Dmg +3B Def -3 Rate 3

### ARMOUR

ARMOUR	SOAK (B/L)	MOB PEN	FATIGUE	HARDNESS	SHIELD	COVER BONUS
_____	_____	_____	_____	_____	Type	Melee Missile
_____	_____	_____	_____	_____	_____	_____

### HEALTH

**BASE SOAK (B/L)** \_\_\_\_\_

**+ ARMOUR (B/L/A)** \_\_\_\_\_

**+ \_\_\_\_\_ (B/L/A)** \_\_\_\_\_

**= TOTAL (B/L/A)** \_\_\_\_\_

**= TOTAL VS. PIERCING** \_\_\_\_\_

-0	□	Dex+12 yds/tn
-1	□ □ □ □ □ □ □ □	Dex+8 yds/tn
-2	□ □ □ □ □ □ □ □	Dex+4 yds/tn
-4	□ □ □ □ □ □ □ □	Dex+0 yds/tn
INCAPACITATED	□	No Movement

**MARKING DAMAGE:** ☒ Bashing ☒ Lethal ☒ Aggravated

• **HEALING:** Bashing damage heals 1 health level per 3 hours of rest. 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. Aggravated damage cannot be healed magically but otherwise is healed at the same rate as lethal.

• **BLEEDING:** Caused by 1L damage. Stamina (difficulty 1) to close wounds by force of will or lose 1L every few minutes.

• **INFECTION:** Caused by 1L damage. Stamina + Resistance (difficulty 1 or more) to resist.

• **DEATH & DYING:** When character reduced below Incapacitated, expires after (Stamina - 1 per health level below incapacitated) turns. Only magical healing which raises their health to incapacitated can save the character.

### COMBAT SEQUENCE

1) Attack Roll 2) Subtract Penalties (shields, cover, etc.) 3) Defence Roll (if successes remain) 4) Determine Damage 5) Check For Knockdown 6) Apply Soak 6) Roll Damage (minimum = essence) 7) Apply Damage 8) Check For Stun

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