	Personal	RMIKR & JONJORG
		Player Permanent essence
concept		
rtderer Jeuon		AGEPERSONALTotal /Ava
Kair		5758 E756
attribute		WILLPOWER
Strength Dexterity		PERIPHERAL Total / Ave
Stamina	0000	
		• THE GREAT CURSE: If temporary willpower
Charisma Manipulation		reaches zero and anima is glowing, character becomes violently possessed of aspects element as
appearance	00000	their YIRTUE FLAY takes effect.
Perception		Yirtue flayy amink effects
intelligence		Cause skin to glow brightly (1 mote) Cause anima banner to glow brightly enough
WITS		to read by for a scene (1 mote)
		NATURE pole (1 mote)
abilities		• Spend 5 motes to:
	111	Regain WILLPOWER when:
LINGUISTICS	000001	
C LORE C OCCULT C STEALTH C THROWN	_ 00000	Breeding Banner
÷ Occoli	_00000	0-3 4 5 FLARE
☐ Thrown	00000	YIRTUES 1-3 1-2 1 Skin glows weakly 4-7 3-6 2-5 Skin glows brightly
awareness		tent control
	_00000	(a) 8-10 7-9 6-8 Mild Aura: 1L/min
CRAFT (_00000	6 11-15 10-14 9-13 Bonfire Aura: 11./
		TO TO THE PART OF
□ martial arts □ registance		• Clemental anima damage effects anyone v
		character's permenant essence in yards.
♦□ ATHLETICS	_00000	
D weree	_ 00000	YYEAPONRY
□ Presence		MELEE WEAPONS speed accuracy damage defence rat
□ Socialise	_ 00000	ing madification + Initiative +Dex +Ability +Strength +Dex +Ability
Brawl	00000	inc. modifiers: + initiative +Dex +Ability +Strength +Dex +Ability
BUREAUCRACY	_ 00000	inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability
HOITESTIGATION		ing madifiance + Initiative +Dex + Ability + Strength +Dex + Ability
	00000	inc. modifiers:
		MISSILE WEAPONS ACCURACY DAMAGE RATE RANGE
☐ ARCHERY	_00000	inc. modifiers: +Dex +Ability +Strength
G medicine	_ 00000	
≠ ÷ □ RIDE	_ 00000	inc. modifiers: +Dex +Ability +Strength
	_ 00000 [•	FIST: Spd +0 Acc +1 Dmg +0B Def +2 Rate 5 • KICK: Spd -3 Acc +1 Dmg +3B Def -3 Ra
Suryiyal	a /	
		# (D.) (A) ((D.)
☐ Suryiyal	000	ARMOUR
☐ Suryiyal	000	ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO.
□ Suryiyal Specialtie	000	RRMOUR SOAK (B/L) MOB PEN FATIGUE HARDAESS SHIELD COYER BO TYPE Melee 1
☐ Suryiyal	000	ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO
SPECIALTIE SPECIALTIE * This ability is commonly affected	000	ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO
SPECIALTIE This ability is commonly affected COMBAT	OOO OOO by mobility penally	ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO Type Melee T
SPECIALTIE SPECIALTIE This ability is commonly affected COMBAT BASE INITIATIVE Desderily +	OOO OOO by mobility penally Wits - Wound Pen	ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO Type Melee 1 HEALTH BASE SOAK (B/L) Sla / Sla = 2 HEALING: Bashing damage heals 1 health level
SPECIALTIE SPECIALTIE This ability is commonly affected COMBAT BASE INITIATIVE Desderily + Desderi	OOO OOO by mobility penalty Wits - Wound Pen 2 + Essence - Mob Pen	RAMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO Type Melee T HEALTH BASE SOAK (B/L) Sla / Sla +2 hours of rest. Lethal damage healing rate varies (hours; -1 = 2 days; -2 = 4 days; -4 = 1 week;
SURYIYAL SPECIALTIE This ability is commonly affected COMBAT BASE INITIATIVE Desderity + Dodge NOCKDOWN: Character may be for proceibles more than Stamina + E	Wits - Wound Pen e+Essence-Mob Pen pe knocked down Resistance	REALTH BASE SOAK (B/L)
SURYIYAL SPECIALTIE This ability is commonly affected COMBAT BASE INITIATIVE Desderity + Dodge NOCKDOWN: Character may be for proceibles more than Stamina + E	Wits - Wound Pen e+Essence-Mob Pen pe knocked down Resistance	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) TOTAL (B/L/A) TOTAL YS. PIERCING SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BO Type MEALING: Bashing damage heals 1 health level hours of rest. Lethal damage healing rate varies (hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed mag but otherwise is healed at the same rate as lethal.
SPECIALTIE SPECIALTIE SPECIALTIE * This ability is commonly affected COMBAT BASE INITIATIVE DONGE POOL * KNOCKDOWN: Character may E if receives more than Stamina + F pre-soak damage in a single blow Resistance (difficulty 1) to avoid. characters are at -2 to all dice pool	wits - Wound Pen 2 + F-ssence - Mob Pen 2 + Stamina + Fallen ols until an	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) - (B/L/A) - TOTAL (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD Type MEALING: Bashing damage heals 1 health level hours of rest. Lethal damage healing rate varies (hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed may but otherwise is healed at the same rate as lethal. **BLEEDING: Caused by L. damage. Stamina (difference of the control of the c
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIYE DONGE POOL **KNOCKDOWN: Character may It if receives more than Stamina + It pre-soak damage in a single blow Resistance (difficulty 1) to avoid. characters are at -2 to all dice posaction is spent standing up. Allern characters may suffer KNOCKBAC	Wits - Wound Pen 2+Essence - Mob Pen be knocked down Resistance 1. Stamina + Fallen ols until an natively, 3.K. Every three	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) TOTAL YS. PIERCING BASE SOAK (B/L) - O BOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD Type Type MEALING: Bashing damage heals 1 health level hours of rest. Lethal damage healing rate varies (-hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed mag but otherwise is healed at the same rate as lethal. BLEEDING: Caused by L damage. Stamina (diff.) to close wounds by force of will or lose 11. even
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIYE Desderily + Desderily + Desd	by mobility penalty Wits - Wound Pen e+Essence-Mob Pen lee knocked down lesistance . Stamina + Fallen ols until an natively, W. Every three n1 yard back.	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING - DENT-12 YdS/In - DENT-12 YdS/In - DENT-13 YdS/In -
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIVE DODGE POOL **KNOCKDOWN: Character may It if receives more than Stamina + Foresoak damage in a single blow Resistance (difficulty 1) to avoid. characters are at -2 to all dice pod action is spent standing up. Altern characters may suffer KNOCKBAC points of raw damage throws ther Knockback never causes lethal details.	by mobility penalty Wits - Wound Pen e+Essence-Mob Pen lee knocked down lesistance . Stamina + Fallen ols until an natively, W. Every three n1 yard back.	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) - TOTAL (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING BASE SOAK (B/L) - Dex+2 yds/In - Dex+0 yds/In - Dex+1 & DYING: Warner When character reduced bele
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIYE Desdrify + Desd	wits - Wound Pen e+Essence-Mob Pen Resistance . Stamina + Fallen ols until an natively, K. Every three n1 yard back. amage. amina + Resistance	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) - TOTAL (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING BASE SOAK (B/L) - Dex+12 Yds/In - Dex+2 Yds/In - Dex+4 Yds/In - Dex+4 Yds/In - Dex+4 Yds/In - Dex+0 Yds/In - No Movement No Mob Pen Fatigue Hardness SHIELD - Tope HEALING: Bashing damage heals 1 health level hours of rest. Lethal damage healing rale varies (4 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed mag but othervise is healed at the same rate as lethal. BLEEDING: Caused by L damage. Stamina (diff -1
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIVE Desderily + Desde	wits - Wound Pen 2+ Fasence - Mob Pen 2+ Fasence - Mob Pen 2+ Stamina + Fallen ols until an natively, X. Every three n1 yard back. amage. amina + Resistance ke more health ina in a single	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) - (TOTAL (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING - (B/L/A)
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIYE Desderily + Desde	wits - Wound Pen e+Essence-Mob Pen exercised down Resistance . Stamina + Fallen ols until an natively, . K. Every three n1 yard back. ammage. ammina + Resistance ke more health ina in a single ina +	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING - Dex+4 yds/In - PIERCING - Dex+4 yds/In - PIERCING - Dex+0 yds/In - No Mob Pen FATIGUE HARDNESS SHIELD COYER BOY Type MEALTH HEALING: Bashing damage heals 1 health level hours of rest. Lethal damage healing rate varies (-(hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed mag but otherwise is healed at the same rate as lethal. BLEEDING: Caused by 1. damage. Stamina (diff 1) to close wounds by force of will or lose 11. ever minutes. - INFECTION: Caused by 1. damage. Stamina + Resistance (difficulty 1 or more) to resist. - DEATH & DYING: When character reduced below incapacitated, expires after (Stamina - 1 per health below incapacitated) turns. Only magical healing w
SPECIALTIE SPECIALTIE SPECIALTIE SPECIALTIE COMBAT BASE INITIATIVE Desderily + Desde	wits - Wound Pen 2+ Fasence - Mob Pen 2+ Fasence - Mob Pen 2+ Searce - Mob Pen 2+ Stamina + Fallen 30ts until an natively, 2* Every three n1 yard back. amage. amina + Resistance ke more health ina in a single ina + 0 the difference) urns. Stunned	REALTH BASE SOAK (B/L) + ARMOUR (B/L/A) + (B/L/A) - TOTAL (B/L/A) - TOTAL (B/L/A) - TOTAL YS. PIERCING BASE SOAK (B/L) - DEXT-12 Yds/In - DE

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