



PERSONAL INFO

NAME _____ PLAYER _____
 CONCEPT _____
 PERSONALITY _____
 CASTE _____ SIFU _____ FACTION _____
 HAIR _____ SKIN _____ EYES _____

ATTRIBUTES

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

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

NATURE

Regain WILLPOWER when: _____

VIRTUES

COMPASSION ●○○○○○ TEMPERANCE ●○○○○○
 □ □ □ □ □ □ □ □ □ □ □ □
 CONVICTION ●○○○○○ YALOUR ●○○○○○
 □ □ □ □ □ □ □ □ □ □ □ □

PARADOX

□ □ □ □ □ □ □ □ □ □ □ □
 Current PARADOX effects: _____

ABILITIES

JOURNEYS
 ENDURANCE ○○○○○○
 RIDE ○○○○○○
 SAIL ○○○○○○
 SURVIVAL ○○○○○○
 THROWN ○○○○○○

SERENITY
 CRAFT (_____) ○○○○○○
 CRAFT (_____) ○○○○○○
 DODGE ○○○○○○
 LINGUISTICS ○○○○○○
 PERFORMANCE ○○○○○○
 SOCIALISE ○○○○○○

BATTLES
 ARCHERY ○○○○○○
 BRAYL ○○○○○○
 MELEE ○○○○○○
 PRESENCE ○○○○○○
 RESISTANCE ○○○○○○

SECRETS
 INVESTIGATION ○○○○○○
 LARCENY ○○○○○○
 LORE ○○○○○○
 OCCULT ○○○○○○
 STEALTH ○○○○○○

ENDINGS
 AWARENESS ○○○○○○
 ATHLETICS ○○○○○○
 BUREAUCRACY ○○○○○○
 MARTIAL ARTS ○○○○○○
 MEDICINE ○○○○○○

SPECIALTIES

○○○
 ○○○
 ○○○
 ○○○
 ○○○

◆ This ability is commonly affected by mobility penalty

ESSENCE & ANIMA

PERMANENT ESSENCE

● ● ○ ○ ○ ○ ○ ○

PERSONAL _____ Total / _____ Available

PERIPHERAL _____ Total / _____ Available

COMMITTED

ANIMA EFFECTS

- ◆ Cause skin to glow brightly (1 mote)
- ◆ Cause anima banner to glow brightly enough to read by for a scene (1 mote)
- ◆ Recognize the presence of a gateway to Heaven within (permanent Essence x 100) feet (1 mote)
- ◆ LESSER SIGN (10 moles): _____

	BANNER FLARE	STEALTH	PARADOX
1-3	Castle mark glitters	Normal	
4-7	Castle mark burns	+2	●
8-10	Soft halo	Impossible	+●
11-15	Coruscant halo	Impossible	
16+	Brilliant halo	Impossible	

WEAPONRY & ATTACKS

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
 ◆ **CLINCH:** Spd -6 Acc +0 Dmg +0B Def +0 Rate 1 (Clinches cause piercing damage)

ARMOUR

ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COVER BONUS

_____ / _____ / _____ / _____ / _____ / _____ / _____ / _____

_____ / _____ / _____ / _____ / _____ / _____ / _____ / _____

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

HEALTH

BASE SOAK (B/L) _____ Sta / Sta+2
 + ARMOUR (B/L/A) _____ / _____ / _____
 + _____ (B/L/A) _____ / _____ / _____
 = TOTAL (B/L/A) _____ / _____ / _____
 = TOTAL VS. PIERCING _____ / _____ / _____

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

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

◆ **INFECTION:** Caused by L 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.

MARKING DAMAGE: Bashing Lethal Aggravated

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
- 7) Roll Damage (minimum = essence)
- 8) Apply Damage
- 9) Check For Stun

