



CHARACTER NAME

CONCEPT: _____
PERSONALITY: _____
MOTIVATION: _____
CASTE: _____ HAIR: _____
ANIMA TOTEM: _____ EYES: _____
SKIN: _____
HOMELAND: _____ FEATURES: _____
SEX: _____ AGE: _____

NOTES / PORTRAIT / ANIMA BANNER

INTIMACIES

(Max = WP + Compassion)

Blank lines for Intimacies

VIRTUES

COMPASSION, CONVICTION, VIRTUE FLAW, TEMPERANCE, VALOUR, LIMIT BREAK CONDITION, LIMIT

WILLPOWER & ESSENCE

PERMANENT ESSENCE

●○○○○○○○○○○

WILLPOWER

●○○○○○○○○○○
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PERSONAL NOTES

COMMITTED: _____

PERIPHERAL NOTES

COMMITTED: _____

AVAILABLE

AVAILABLE

ANIMA EFFECTS

Cause Caste Mark to glow (1 mote)
Cause anima to glow brightly enough to read by a scene (1 mote)
Know the precise time of day for the rest of the scene (1 mote)

Table with columns: NOTES SPENT, BANNER FLARE, STEALTH DIFFICULTY, ANIMA ACTIVATES?
Rows: 1-3, 4-7, 8-10, 11-15, 16+

REGAINING ESSENCE

Only regain essence when at ease (no combat, etc.); 4 motes per hour, x2 when completely relaxed (sleeping, massage, etc.); Personal Essence regained first, then Peripheral; Hearthstones grant a bonus of Manse level x 2; Cult background grants varying bonus; Half rate in shadowlands; None regained in the Underworld.

ATTRIBUTES

STRENGTH, DEXTERITY, STAMINA, CHARISMA, MANIPULATION, APPEARANCE, PERCEPTION, INTELLIGENCE, WITS

ABILITIES

DAWN, TWILIGHT, ZENITH, NIGHT, ECLIPSE. ARCHERY, MARTIAL ARTS, MELEE, THROWN, WAR, CRAFT, ATHLETICS, AWARENESS, DODGE, LARCENY, STEALTH, BUREAUCRACY, LINGUISTICS, RIDE, SAIL, SOCIALISE

SPECIALTIES

Specialty (Ability) _____

COMBAT

JOIN BATTLE, DODGE DV, JOIN WAR

WEAPONS table with columns: SPEED, ACCURACY, DAMAGE, RATE, DEFENCE / PDV, RANGE, BONUS SUCCESSES

ARMOUR table with columns: SOAK, MOB. PEN., FAT-IGUE, HARDNESS, Bashing / Lethal / Aggravated

- ORDER OF ATTACK EVENTS
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
Join Battle (Varies/None)
Ready Weapons (5/-1)
Physical Attack (Varies/-1)
Social Attack (Varies/-2)
Co-ordinate Attack (5/None)
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)

THRESHOLD / POOL TO RESIST
KNOCKDOWN
Characters are knocked down if an attack deals more raw damage than their (Stamina + Resistance). Roll [Stamina or Dexterity] + [Athletics or Resistance] (difficulty 2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.

THRESHOLD / POOL TO RESIST
STUNNING
Characters who suffer more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty 2 = damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

SOCIAL COMBAT

JOIN DEBATE, DODGE MDV

ATTACKS table with columns: SPEED, HONESTY / HONESTY MDV, DECEPTION / DECEPTION MDV, RATE

MOVEMENT & HEALTH

MOVE, DASH, JUMP, WOUND PENALTY, HEALTH LEVELS

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 = 1week). 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.

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 -8

TICK TRACK

Use paper clips or markers to track the ticks until your character's next action

GO 1 2 3 4 5 6

