



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

●○○○○○○○○○○
□□□□□□□□□□

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. Caste/Favoured, Inc. mob. pen.

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, MASS COMBAT

- 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

