

PERSONAL INFO			
NAME			PLAYER
CONCEPT			
ASPECT	ANIMA TOTEM		
HOUSE	TITLE	AGE	
HAIR	SKIN	EYES	

NAME			PLAYER
CONCEPT			
ASPECT	ANIMA TOTEM		
HOUSE	TITLE		AGE
HAIR	SKIN		EYES

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

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

WILLPOWER

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

VIRTUE FLAW

NATURE

Regain Willpower when:

Regain Willpower when:

ABILITIES	
AIR	<input type="checkbox"/> LINGUISTICS _____ ○○○○○○
	<input type="checkbox"/> LORE _____ ○○○○○○
	<input type="checkbox"/> OCCULT _____ ○○○○○○
	❖ <input type="checkbox"/> STEALTH _____ ○○○○○○
	<input type="checkbox"/> THROWN _____ ○○○○○○
EARTH	<input type="checkbox"/> AWARENESS _____ ○○○○○○
	<input type="checkbox"/> CRAFT (_____) ○○○○○○
	CRAFT (_____) ○○○○○○
	<input type="checkbox"/> ENDURANCE _____ ○○○○○○
	<input type="checkbox"/> MARTIAL ARTS _____ ○○○○○○
	<input type="checkbox"/> RESISTANCE _____ ○○○○○○
FIRE	❖ <input type="checkbox"/> ATHLETICS _____ ○○○○○○
	❖ <input type="checkbox"/> DODGE _____ ○○○○○○
	<input type="checkbox"/> MELEE _____ ○○○○○○
	<input type="checkbox"/> PRESENCE _____ ○○○○○○
	<input type="checkbox"/> SOCIALISE _____ ○○○○○○
WATER	<input type="checkbox"/> BRAWL _____ ○○○○○○
	<input type="checkbox"/> BUREAUCRACY _____ ○○○○○○
	<input type="checkbox"/> INVESTIGATION _____ ○○○○○○
	❖ <input type="checkbox"/> LARCENY _____ ○○○○○○
	<input type="checkbox"/> SAIL _____ ○○○○○○
WOOD	<input type="checkbox"/> ARCHERY _____ ○○○○○○
	<input type="checkbox"/> MEDICINE _____ ○○○○○○
	<input type="checkbox"/> PERFORMANCE _____ ○○○○○○
	❖ <input type="checkbox"/> RIDE _____ ○○○○○○
	<input type="checkbox"/> SURVIVAL _____ ○○○○○○
SPECIALTIES	
_____ ○○○○	
_____ ○○○○	
_____ ○○○○	
_____ ○○○○	
❖ This ability is commonly affected by mobility	

AIR	<input type="checkbox"/> LINGUISTICS	OOOOO
	<input type="checkbox"/> LORE	OOOOO
	<input type="checkbox"/> OCCULT	OOOOO
	❖ <input type="checkbox"/> STEALTH	OOOOO
	<input type="checkbox"/> THROWN	OOOOO
EARTH	<input type="checkbox"/> AWARENESS	OOOOO
	<input type="checkbox"/> CRAFT ()	OOOOO
	<input type="checkbox"/> CRAFT ()	OOOOO
	<input type="checkbox"/> ENDURANCE	OOOOO
	<input type="checkbox"/> MARTIAL ARTS	OOOOO
	<input type="checkbox"/> RESISTANCE	OOOOO
FIRE	❖ <input type="checkbox"/> ATHLETICS	OOOOO
	❖ <input type="checkbox"/> DODGE	OOOOO
	<input type="checkbox"/> MELEE	OOOOO
	<input type="checkbox"/> PRESENCE	OOOOO
	<input type="checkbox"/> SOCIALISE	OOOOO
WATER	<input type="checkbox"/> BRAWL	OOOOO
	<input type="checkbox"/> BUREAUCRACY	OOOOO
	<input type="checkbox"/> INVESTIGATION	OOOOO
	❖ <input type="checkbox"/> LARCENY	OOOOO
	<input type="checkbox"/> SAIL	OOOOO
WOOD	<input type="checkbox"/> ARCHERY	OOOOO
	<input type="checkbox"/> MEDICINE	OOOOO
	<input type="checkbox"/> PERFORMANCE	OOOOO
	❖ <input type="checkbox"/> RIDE	OOOOO
	<input type="checkbox"/> SURVIVAL	OOOOO

SPECIALTIES

_____ ○○○

_____ ○○○

_____ ○○○

_____ ○○○

❖ This ability is commonly affected by mobility

_____ ○○○
 _____ ○○○
 _____ ○○○
 _____ ○○○

❖ This ability is commonly affected by mobility

[illegible]

COMPASSION TEMPERANCE
 ● ○ ○ ○ ○ ● ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □
 CONVICTION VALOUR
 ● ○ ○ ○ ○ ● ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

ESSENCE & ANIMA

PERMANENT ESSENCE

PERSONAL

Total

/

Available

PERIPHERAL

Total

/

Available

COMMITTED (artifact, charm or spell/motes)

/

/

ANIMA EFFECTS

- Cause skin to glow brightly (1 mote)
- Cause anima banner to glow brightly enough to read by for a scene (1 mote)
- Know location in relation to aspect's elemental pole (1 mote)
- Spend 5 motes to: _____

BREEDING

0-3

4

5

BANNER

FLARE

MOTES SPENT

1-3	1-2	1	Skin glows weakly
4-7	3-6	2-5	Skin glows brightly
8-10	7-9	6-8	Mild Aura: 1L / minute
11-15	10-14	9-13	Bonfire Aura: 1L / 3 tns
16+	15+	14+	Iconic Aura: 1L / tn

- Elemental anima damage effects anyone within character's permanent essence in yards.

PERMANENT ESSENCE	
PERSONAL	<u> </u> Total / <u> </u> Available
PERIPHERAL	<u> </u> Total / <u> </u> Available
COMMITTED (artifact, charm or spell/motes)	
<u> </u> / <u> </u>	<u> </u> / <u> </u>
<u> </u> / <u> </u>	<u> </u> / <u> </u>

☒ ☐ ☐ ☐ ☐ ☐
 PERSONAL Total / Available

PERIPHERAL	Total	Available
------------	-------	-----------

COMMITTED (artifact, charm or spell/motes)

ANIMA EFFECTS				
<ul style="list-style-type: none"> • Cause skin to glow brightly (1 mote) • Cause anima banner to glow brightly enough to read by for a scene (1 mote) • Know location in relation to aspect's elemental pole (1 mote) • Spend 5 motes to: _____ 				
BREEDING				BANNER
0-3	4	5		FLARE
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- ♦ Cause skin to glow brightly (1 mote)
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- ♦ Spend 5 motes to:

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WEAPONRY						
WEAPON	SPD	ACC	DMG	DEF	RATE	RANGE
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		
Total inc. Modifiers:	+ Base Init	+Dex +Ability	+Strength	+Dex +Ability		

♦ 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 (piercing) Def +0 Rate 1

[illegible]

- ♦ 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 (piercing) Def +0 Rate 1

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

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

COMBAT	
BASE INITIATIVE (Dexterity + Wits – Wound Penalty)	<hr/>
DODGE POOL (Dexterity + Dodge + Essence – Mobility Penalty)	<hr/>
* KNOCKDOWN: Knocked down if receive over Stamina + Resistance pre-soak damage in a single blow. Stamina + Resistance (difficulty 1) to avoid. At -2 to all dice pools until action is spent standing up. Alternatively, may suffer knockback. Every 3 points of raw damage throws them back one yard. Knockback never causes lethal damage.	
KNOCKDOWN (Stamina + Resistance)	<hr/>
* STUNNING: If take more damage than Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty equals the difference) or be stunned for (6 – Stamina) turns. Stunned characters are at -2 dice to all dice pools.	
STUN THRESHOLD (Stamina)	<hr/>
STUN DURATION (6 – Stamina)	<hr/>

BASE INITIATIVE
(Dexterity + Wits – Wound Penalty)

DODGE POOL
(Dexterity + Dodge + Essence – Mobility Penalty)

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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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex+12 yds/tn
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex+8 yds/tn
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex+4 yds/tn
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex+0 yds/tn
Incapacitated	<input type="checkbox"/>	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 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.

BASE SOAK (B/L)	<u>Sta</u> / <u>Sta:2</u>	♦ 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.
+ ARMOUR (B/L/A)	<u> </u> / <u> </u> / <u> </u>	♦ BLEEDING: Caused by L damage. Stamina (difficulty 1) to close wounds by force of will or lose 1L every few minutes.
+ <u> </u> (B/L/A)	<u> </u> / <u> </u> / <u> </u>	♦ INFECTION: Caused by L damage. Stamina + Resistance (difficulty 1 or more) to resist.
= TOTAL (B/L/A)	<u> </u> / <u> </u> / <u> </u>	♦ DEATH & DYING: When character reduced below Incapacitated, expires after (Stamina - 1 per health level below incapacitated) turns. Only magical
= TOTAL VS. PIERCING	<u> </u> / <u> </u> / <u> </u>	

-0	<input type="checkbox"/>	<input type="checkbox"/> <u>Dex+12</u> yds/tn
-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <u>Dex+8</u> yds/tn
-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <u>Dex+4</u> yds/tn
-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <u>Dex+0</u> yds/tn
Incapacitated	<input type="checkbox"/>	<input type="checkbox"/> No Movement

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) Check Hardness 7) Apply Soak 8) Roll Damage (minimum = essence) 9) Apply Damage 10) Check For Stun

1) Attack Roll 2) Subtract Penalties (shields, cover, etc.) 3) Defence Roll (if successes remain) 4) Determine Damage 5) Check For Knockdown 6) Check Hardness 7) Apply Soak 8) Roll Damage (minimum = essence) 9) Apply Damage 10) Check For Stun

CHARMS, COMBOS & SORCERY

[illegible]

- By combining multiple charms into a COMBO, more than one charm can be used in a turn, provided each charm used is part of that combo.
- Charms can only add up to ABILITY + SPECIALTY dice to any dice pool.

- ♦ Charms can only add up to ABILITY + SPECIALTY dice to any dice pool.

BACKGROUNDS

[illegible]

MERITS & FLAWS

	COST

LANGUAGES

POSSESSIONS

[illegible]

APPEARANCE & PERSONALITY

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document.

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

EXPERIENCE

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