

PERSONAL INFO

NAME _____ PLAYER _____
 CONCEPT _____
 CASTE _____ PERSONALITY _____
 TOTEM ANIMAL _____ TELL _____
 ANIMA TOTEM _____ FACE/RANK _____

ATTRIBUTES

STRENGTH _____ ●○○○○
 DEXTERITY _____ DBT + _____ = _____ ●○○○○
 STAMINA _____ DBT + _____ = _____ ●○○○○
 CHARISMA _____ ●○○○○
 MANIPULATION _____ ●○○○○
 APPEARANCE _____ ●○○○○
 PERCEPTION _____ ●○○○○
 INTELLIGENCE _____ DBT + _____ = _____ ●○○○○
 WITS _____ ●○○○○

ABILITIES

WAR
☐ ARCHERY _____ ○○○○○
☒ ATHLETICS _____ ○○○○○
☐ AWARENESS _____ ○○○○○
☐ BRAWL _____ ○○○○○
☒ DODGE _____ ○○○○○
☐ ENDURANCE _____ ○○○○○
☐ MARTIAL ARTS _____ ○○○○○
☐ MELEE _____ ○○○○○
☐ RESISTANCE _____ ○○○○○
☐ THROWN _____ ○○○○○
 LIFE
☐ CRAFT (_____) _____ ○○○○○
☐ CRAFT (_____) _____ ○○○○○
☒ LARCENY _____ ○○○○○
☐ LINGUISTICS _____ ○○○○○
☐ PERFORMANCE _____ ○○○○○
☐ PRESENCE _____ ○○○○○
☒ RIDE _____ ○○○○○
☐ SAIL _____ ○○○○○
☐ SOCIALISE _____ ○○○○○
☒ STEALTH _____ ○○○○○
☐ SURVIVAL _____ ○○○○○
 WISDOM
☐ BUREAUCRACY _____ ○○○○○
☐ INVESTIGATION _____ ○○○○○
☐ LORE _____ ○○○○○
☐ MEDICINE _____ ○○○○○
☐ OCCULT _____ ○○○○○

SPECIALTIES

○○○
 ○○○
 ○○○

❖ This ability is commonly affected by mobility penalty

COMBAT

HUMAN / DBT
 BASE INITIATIVE _____ / _____
 (Dexterity + Wits - Wound Penalty)
 DODGE POOL _____ / _____
 (Dexterity + Dodge + Essence - Mobility Penalty)
 • 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) _____ / _____
 • 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) _____ / _____
 STUN DURATION (6 - Stamina) _____ / _____

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

NATURE

Regain WILLPOWER when: _____

VIRTUES

☐ COMPASSION _____ ☐ TEMPERANCE _____
 ● ○ ○ ○ ○ ○ ● ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 SUCCOR: _____ CUNNING: _____
☐ CONVICTION _____ ☐ VALOUR _____
 ● ○ ○ ○ ○ ○ ● ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 METTLE: _____ GLORY: _____

LIMIT

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 GREAT CURSE: _____

ESSENCE & ANIMA

PERMANENT ESSENCE

● ○ ○ ○ ○

PERSONAL _____ Total / Available

PERIPHERAL _____ Total / Available

COMMITTED (artifact, charm or spell/motes)
 _____ / _____
 _____ / _____

ANIMA EFFECTS

- Cause caste mark and tattoos or anima to glow brightly (as 4-7 or 8-10 anima banner) (1 mote)
- Cause TELL to become unmistakable (1 mote)
- Recognize day of the lunar month (1 mote)
- Caste abima ability: _____

BANNER FLARE STEALTH LOCK?

1-3	Caste mark glitters	Normal	No
4-7	Caste mark & tattoos burn	+2	No
8-10	Coruscant aura	Impossible	No
11-15	Brilliant bonfire	Impossible	Yes
16+	Totemic image	Impossible	Yes

WEAPONRY & ATTACKS

WEAPON	SPD	ACC	DMG	DEF	RATE	RANGE
Human Form: _____	+ Base Init	+ Dex + Ability	+ Strength	+ Dex + Ability		
DBT: _____	+ Base Init	+ Dex + Ability	+ Strength	+ Dex + Ability		
Human Form: _____	+ Base Init	+ Dex + Ability	+ Strength	+ Dex + Ability		
DBT: _____	+ Base Init	+ Dex + Ability	+ Strength	+ Dex + Ability		
Human Form: _____	+ Base Init	+ Dex + Ability	+ Strength	+ Dex + Ability		
DBT: _____	+ 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						

ARMOUR

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

SOAK & HEALTH

	HUMAN (B/L/A)	DBT (B/L/A)
NATURAL SOAK	Sta / Sta÷2	Sta / Sta÷2
+ ARMOUR	_____ / _____	_____ / _____
+ _____	_____ / _____	_____ / _____
TOTAL	_____ / _____	_____ / _____
TOTAL (Piercing)	_____ / _____	_____ / _____
-0	<input type="checkbox"/> Dex+12 / Dex+12 yds/tn	
-1	<input type="checkbox"/> <input type="checkbox"/> Dex+8 / Dex+8 yds/tn	
-2	<input type="checkbox"/> <input type="checkbox"/> Dex+4 / Dex+4 yds/tn	
-4	<input type="checkbox"/> Dex+0 / Dex+0 yds/tn	
Incapacitated	<input type="checkbox"/> 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

