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	Persona	
CONCEPT		PERMANENT ESSENCE  PLAYER O O O
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		REFERENCE Total / Avai
	KIN _	£7£8
attribute	€8	WILLPOWER  PERIPHERAL Total / Ava
Strength		OOOOOOOO
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		NATURE
Charisma Manipulation		COMMITTED
дрреаrance		Regain WILLPOWER when:
PERCEPTION		YIRTUE FLAW
wits		* Cause Caste Mark to glow brightly (1 mo
1170		LIMIT BREAK condition:  • Cause Caste Mark to glow brightly (1 mo • Cause anima to glow brightly enough to re by for a scene (1 mote)
ABILITIES	5	Know the precise time of day for the rest of scene (1 mole)
☐ ARCHERY	_00000	Limit break
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BRAWL		
□ THROYN		YIRTUES MOTES BANNER STEAL SPENT FLARE DIFFICI
ENDURANCE	00000	COMPASSION TEMPERANCE 1-3 Caste mark glitters Normal
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Z □ presence U □ resistance		CONVICTION YALOUR 8-10 Coruscant aura Impossi
□ SURYIYAL		● ○ ○ ○ ○ ● ○ ○ ○ ○ □ □ □ □ □ □ □ □ □ □
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G CRAFT (		
≽ □lore	00000	YEAPONRY
□ MEDICINE		MELEE WEAPONS SPEED ACCURACY DAMAGE DEFENCE RAT
		inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability
⇒□ athletics ⇒ awareness	00000	inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability
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DINGUISTICS	00000	inc. modifiers: +Dex +Ability +Strength
D D SAIL	00000	inc. modifiers: +Dex +Ability +Strength
D eociyrie€	00000	• FIST: Spd +0 Acc +1 Dmg +0B Def +2 Rate 5 • KICK: Spd -3 Acc +1 Dmg +3B Def -3 Ra
Specialti		**************************************
	000	ARMOUR  ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COYER BOI
	000	Type Melee M
❖ This ability is commonly affected	d by mobility penalty	
• The ability is continionly affected	a Dy mobility penalty	16 20 44 47 16
СОМВАТ		REALTH  Sto / Sto 2  A ME #1 UNG. Backing democra hoole I hardly havely
	+ Wits - Wound Pen	BASE SOAK (B/L) + ARMOUR (B/L/A)  Sla / Sla $\stackrel{?}{=}$ • MEALING: Bashing damage heals 1 health level hours. Lethal damage healing rate varies (-0 = 6 hours. Lethal damage healing rate varies (-0 = 6 hours. Lethal damage healing rate varies)
RIGE INITIATIVE Dexterito		+ (B/L/X) / -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitate
BASE INITIATIVE Dexterily + Doo	ige + r.ssence - 1 tob Pen	
DODGE POOL Desdering + Dood  • KNOCKDOWN: Character ma	ny be knocked	damage cannot be heated magicany.
• KNOCKDOWN: Character ma down if receives more than Star re-soak damage in a single ble	ny be knocked mina + Resistance	• BLEEDING: Caused by L damage. Stamina (diffinity to close wounds by force of will or lose 11 ever
• KNOCKDOWN: Character ma down if receives more than Star pre-soak damage in a single ble Resistance (difficulty 1) to avoic characters are at -2 to all dice p	ny be knocked mina + Resistance ow. Stamina + d. Fallen	• Bleeding Cannot be heated magically.  • Bleeding Caused by L damage. Slamina (diff
• KNOCKDOWN: Character ma down if receives more than Star pre-soak damage in a single ble Resistance (difficulty 1) to avoic characters are at -2 to all dice paction is spent standing up.	ny be knocked mina + Resistance ow. Stamina + d. Fallen oools until an	-0 Dex+12 yds/tn -1 Dex+8 yds/tn Dex+8 yds/tn Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn  Dex+4 yds/tn
**NOCKDOYX** Character madown if receives more than Starpre-soak damage in a single ble Resistance (difficulty 1) to avoi characters are at -2 to all dice paction is spent standing up.	ny be knocked mina + Resistance ow. Stamina + d. Fallen oools until an Stamina + Resistance	-0 Dex+12 yds/ln -1 Dex+8 yds/ln -2 Dex+4 yds/ln
• KNOCKDOWN: Character madown if receives more than Starpre-soak damage in a single ble Resistance (difficulty 1) to avoicharacters are at -2 to all dice paction is spent standing up.  ***RNOCKDOWN** • STUNNING: Characters who levels of damage than their Star	in be knocked mina + Resistance bow. Stamina + d. Fallen bools until an Stamina + Resistance take more health mina in a single	-0 Dex+12 yds/ln -1 Dex+8 yds/ln -2 Dex+4 yds/ln -2 Dex+4 yds/ln -3 Dex+4 yds/ln -4 Dex+6 yds/ln -4 Dex+0 yds/
• KNOCKDOWN: Character madown if receives more than Starpre-soak damage in a single ble Resistance (difficulty 1) to avoic characters are at -2 to all dice paction is spent standing up.  ***RNOCKDOWN**  • STUNNING: Characters who levels of damage than their Starblow must make a reflexive Sta Resistance roll (difficulty equal	hy be knocked mina + Resistance bw. Stamina + d. Fallen bools until an  Stamina + Resistance take more health mina in a single mina + to the difference)	-0 Dex+12 yds/ln -1 Dex+8 yds/ln -2 Dex+4 yds/ln  Dex+4 yds/ln  Dex+4 yds/ln  Dex+4 yds/ln  Dex+4 yds/ln  Dex+6 yds/ln
NODGE POOL  **********************************	hy be knocked mina + Resistance by Stamina + d. Fallen bools until an Stamina + Resistance take more health mina in a single mina + to the difference) turns. Stunned ice pools.	-0 Dex+12 yds/tn  -1 Dex+8 yds/tn  Dex+8 yds/tn  Dex+4 yds/tn  Dex+0 yds/tn
**NOCKDOWN: Character madown if receives more than Stapre-soak damage in a single ble Resistance (difficulty 1) to avoicharacters are at -2 to all dice paction is spent standing up.  **NOCKDOWN**  **STUNNING: Characters who levels of damage than their Stat blow must make a reflexive Sta Resistance roll (difficulty equal or be stunned for (6 - Stamina)	hy be knocked mina + Resistance books until an Stamina + d. Fallen books until an Stamina + Resistance take more health mina in a single mina + le to the difference) turns. Stunned ice pools.	-0 Dex+12 yds/ln -1 Dex+8 yds/ln Dex+8 yds/ln -2 Dex+4 yds/ln Dex+4 yds/ln Dex+4 yds/ln No Movement  -2 Dex+0 yds/ln No Movement  -4 Dex+0 yds/ln No Movement  -5 Dex+0 yds/ln No Movement  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina + Resistance (difficulty 1 or more) to resist.  -0 Dex+0 yds/ln No Movement  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina (difficulty 1 or more) to resist.  -0 Dex+0 yds/ln No Movement  -4 Dex+0 yds/ln No Movement  -5 Dex+0 yds/ln No Movement  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina - lever  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina - lever  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina - lever  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina - lever  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Leeding: Caused by L damage. Stamina - lever  -6 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -7 Dex+0 yds/ln No Movement  -8 Dex+0 yds/ln No Movement  -9 Dex+0 yds/ln No Movement

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