Kolmas Kuningas

Rules: 2nd Edition
Player: Toivoton
Concept: JumalaKeisari
Caste: Dawn
Motivation: _____

Essence

●●●●○○○

Personal Pool	19 (19) Total / ___ Available
Peripheral Pool	44 (44) Total / ___ Available

Attributes

Strength	●●○○○ ○○
Dexterity	●●●●● ○○
Stamina	●●○○○ ○○
Charisma	●●●●○ ○○
Manipulation	●●○○○ ○○
Appearance	●○○○○ ○○
Perception	●●●●○ ○○
Intelligence	●●●●○ ○○
Wits	●●●○○ ○○

Virtues

Compassion	Temperance
●●○○○	●●○○○
□□□□□	□□□□□
Conviction	**Valor**
●●●○○	●●○○○
□□□□□	□□□□□

Virtue Flaw

□ □ □ □ □ □ □ □ □ □

Anima

- Cause Caste Mark to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know the precise time of day (1 mote)
- _____

Motes	*Banner Flare*	*Stealth*
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn	■ Archery	●●○○○ ○○
	■ Martial Arts	●●●●● ○○
	■ Melee	○○○○○ ○○
	■ Thrown	○○○○○ ○○
	■ War	○○○○○ ○○
Zenith	□ Integrity	○○○○○ ○○
	□ Performance	○○○○○ ○○
	□ Presence	○○○○○ ○○
	■ Resistance	●○○○○ ○○
	□ Survival	○○○○○ ○○
Twilight	■ Craft	●●●●○ ○○
	□ Investigation	○○○○○ ○○
	■ Lore	●●●●○ ○○
	□ Medicine	○○○○○ ○○
	■ Occult	●●●○○ ○○
Night	+ □ Athletics	●●○○○ ○○
	□ Awareness	○○○○○ ○○
	+ ■ Dodge	●●●○○ ○○
	+ □ Larceny	○○○○○ ○○
	+ □ Stealth	○○○○○ ○○
Eclipse	□ Bureaucracy	○○○○○ ○○
	□ Linguistics	○○○○○ ○○
	+ □ Ride	○○○○○ ○○
	□ Sail	○○○○○ ○○
	□ Socialize	○○○○○ ○○

Crafts

Craft - Air	●●○○○ ○○
Craft - Earth	○○○○○ ○○
Craft - Fire	●●●●○ ○○
Craft - Water	●○○○○ ○○
Craft - Wood	○○○○○ ○○
Craft - Magitech	●●●●○ ○○
_____	○○○○○ ○○
_____	○○○○○ ○○
_____	○○○○○ ○○

Specialties

Martial Arts - Guns	●○○
Martial Arts - Unarmed	●●○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●●●●○○○
□□□□□□□□□□

Intimacies

_____
_____
_____
_____
_____

Social Combat

Join Debate 3 — Dodge MDV 5

Attack	Speed	Honesty Attack	Honesty MDV	Deception Attack	Deception MDV	Rate
Presence	4	4	2	2	1	2
Performance	6	4	2	2	1	1
Investigation	5	4	2	2	1	2

Common Actions

Action	Speed	DV
Join Debate	5	None
Attack	Above	-2
Monologue	3	-2
Miscellaneous	5	-2

Common DV Modifiers

Source	Modifier
Appearance	Difference
Motivation	+/- 3
Virtue	+/- 2
Intimacy	+/- 1

Arsenal

Name	Speed	Accuracy		Damage			Defence		Rate	Range	Tags
Punch	5	+1	11	+0	2	B	+2	6	3		N
Kick	5	+0	10	+3	5	B	-2	4	2		N
Clinch	6	+0	10	+0	2	B	+0	5	1		C,N,P
_____											
_____											
_____											
_____											

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob.Pen.	Fatigue
Natural Soak	2	1					
_____							
_____							
Total	2	1	0	0	0	0	0
_____	Close Combat			Range			

Movement & Health

Move	Dash	Jump (H/V)		Health Levels
5	11	8	4	-0
4	10	6	3	-1
3	9	4	2	-2
1	7	0	0	-4
				Incap.

Dying

Subtract Mob. Pen. Twice for h. jump.

Rules

- **Health:** 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 = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
- **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
- **Marking Damage:**

Bashing / Lethal / Aggravated

Combat

Join Battle 3 — Dodge DV 6 (-Mob.Pen) — Knockdown 3 / 7 (Threshold / Pool) — Stunning 2 / 3 (Threshold / Pool)

Order of Attack Events

1. Declare Attack
2. Declare Defence
3. Attack Roll
4. Attack Reroll
5. Subtract Penalties/Apply Defenses
6. Defence "Reroll"
7. Calculate Raw Damage
8. Apply Hardness & Soak, Roll Damage
9. Counterattack
10. Apply Damage, Knockdown & Stunning

Full combat rules on pages 140-158.

Knockdown

Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.

Stunning

Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

Common Actions

Action	Speed	DV Pen
Join Battle	Varies	None
Ready Weapon	5	-1
Physical Attack	Varies	-1
Coordinate Attack	5	None
Aim	3	-1
Guard	3	None
Move	0	None
Dash	3	-2
Miscellaneous	5	Varies
Jump	5	-1
Rise from Prone	5	-1
Inactive	5	Special

Backgrounds

Allies	●●●●○
Artifact	●●●●●
Face	●●●○○
Resources	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Possessions

Languages

Experience

0 total - 0 spent = 0 banked

Generic Charms

	Archery	Martial Arts	Melee	Thrown	War	Integrity	Performance	Presence	Resistance	Survival	Craft	Investigation	Lore	Medicine	Occult	Athletics	Awareness	Dodge	Larceny	Stealth	Bureaucracy	Linguistics	Ride	Sail	Socialize
First (Ability) Excellency	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Second (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Third (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Infinite (Ability) Mastery	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
(Ability) Essence Flow	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Divine Transcendence of (Ability)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Supreme Perfection of (Ability)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Divine Transcendence of (Ability)	-	Permanent	Permanent	Reduces prereq Ability & Essence ratings by 1.	S:Err
Supreme Perfection of (Ability)	-	Permanent	Permanent	Reduced Excellency cost with Essence Flow.	S:Err
Craft					
Craftsman Needs No Tools	7 m, 1 wp	Supplemental	Instant	Combo-OK	Ex2, 213
Occult					
Terrestrial Circle Sorcery	None	Permanent	Permanent	-	Ex2, 220
(Celestial) Righteous Devil Style					
Kiss of the Sun Concentration	1 m to 3 motes	Supplemental	Instant	Combo-OK	SotM, 99
Blossom of Inevitable Demise Technique	3 m	Supplemental	Instant	Combo-OK, Obvious	SotM, 99
Sorcery					
Summon Elemental	10 m or more	Terrestrial	-	Elemental	Ex2, 254
Stormwind Rider	15 m	Terrestrial	-	Summoned stormwind	Ex2, 254