	Allı	ım	Essence
Rules: 2nd Edition		Player: Panu	
Concept:		Caste: Zenith	Personal Pool 15 (15) Total / Available
Motivation:			Peripheral Pool 37 (37) Total / Available
Attribu	ites	Virtues	Anima
Strength	••••• 00	Compassion Temperance ● ● ● ○ ○ ● ● ○ ○ ○	Cause Caste Mark to glow brightly (1 mote)
Dexterity			Cause anima to glow bright enough to read by (1 mote) Know the precise time of day (1 mote)
Stamina	••••• 00	Conviction Valor	•
Charisma	●●●●○ ○○	●●○○○ ●●●○○	
Manipulation	●●●○○ ○○		Motes Banner Flare Stealth
Appearance	●●000 00	Virtue Flaw	Motes Banner Flare Stealth 1-3 Caste Mark glitters Normal
Perception	●●000 00	VIItue Flaw	4-7 Caste Mark burns +2
Intelligence	●●●○○ ○○		8-10 Coruscant Aura Impossible 11-15 Brilliant Bonfire Impossible
Wits	●●000 00		11-15 Brilliant Bonfire Impossible
Abiliti	es	Willpower	Social Combat
Archery	0000000		Join Debate 4 Dodge MDV 6
—	••••• 00		Attack Speed Honesty Deception Rate
⊆ ■ Martial Arts © □ Melee	0000000		Attack/MDV Attack/MDV
Thrown	●●●○○ ○○	Intimacies	Presence 4 7 4 6 3 2 Performance 6 9 5 8 4 1
□War	0000000	munacies	Investigation 5 4 2 3 2 2
■ Integrity	••••• 00		Common Actions Common DV Modifiers
₽ Performance	••••• 00		Action Speed DV Source Modifier
Final Presence	●●●○○ ○○		Join Debate 5 None Appearance Difference Attack Above -2 Motivation +/- 3 Virtue +/- 2 Miscellaneous 5 -2 Intimacy +/- 1
Resistance	••••• 00		Miscellaneous 5 -2 Intimacy +/- 1
Survival	●●●● ○○		
Craft	•••00 00		rsenal
☐ Investigation	0000000	Name Speed Accuracy Punch 5 +1	Damage Defence Rate Range Tags 10 +0 5 B +2 6 3 N
_ Lore	•••00 00	Kick 5 +0	9 +3 8 B -2 4 2 N
☐ Medicine	●●000 00	Clinch 6 +0	9 +0 5 B +0 5 1 C,N,P
Occult	●●●○○ ○○		
+ Athletics	••••• 00		
± □ Awareness	••000000		
+ Dodge	•••00 00		
+ □ Larceny	0000000		
+ ☐ Stealth	0000000	P	anoply
Bureaucracy	0000000	Name So	ak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
_	••000000	Natural Soak	5 2
∯ Linguistics + □ Ride	0000000		
□ Sail	•000000		
Socialize	●●000 00	Total	5 2 0 0 0 0 0
Craft		CI	ose Combat Range
Craft - Earth	s •••00 00	Mayom	ent & Health
	_00000000	Move Dash Jump (H/V) Health Levels	Rules
	_00000000		Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (
	_0000000	3 9 16 8 -1	per 3 nours. Letrial darnage nearing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; incapacitated = 1 week). Double these
	_0000000		week; incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed
	_0000000	2 8 14 7 -2	magically.
	_ 00000 00		Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage,
	_ 00000 00	1 6 10 5 -4	they lose one Dying level per "Inactive" action. • Marking Damage:
	_ 00000 00	Subtract Mob. Pen. Twice for h. jump. Incap.	Bashing Lethal Aggravated
2	tion		ombot
Special			rombat
	000	Join Battle 4 Dodge DV	
	000	-Mob	
	000	Order of Attack Events Knockdown Characters are knoc	ked down if an attack deals Common Actions Action Speed DV Pen
	000	2. Declare Defence Rising from prone re	nan their Knockdown ckdowin Pool (2) to avoid.
	000	3. Attack Roll characters take a -1 4. Attack Reroll characters take a -1 nonreflexive physica	external penalty to all Physical Attack Varies -1 Coordinate Attack 5 None
	000	5. Subtract Penalties/Apply Defenses 6. Defence "Reroll" 7. Calculate Raw Damage Character who puff	Aim 3 -1 Guard 3 None or more health levels of Move 0 None
	000	8. Apply Hardness & Soak, Roll Damage I damage than their S	tun Threshold in a single Dash 3 -2
	000	10. Apply Damage, Knockdown & Stunning Stamina) or be stunr acts. Stunned chara	ned until their attacker next cters take a -2 internal
+ : This ability is commonly affected by	by mobility penalty.	Full combat rules on pages 140-158.	flexive physical rolls. Inactive 5 Special

	Backgrounds	
Familiar		•••••
Manse		●0000
Resources		●0000
Influence		●●000
Allies		•••00
Followers		●0000
		_00000
		00000

	Poss	sessio	ns	
-				

Languages
Low Realm, Riverspeak, Old Realm
)

Experience

24 total - 20 spent = 4 banked

						Ge	ner	ic C	harı	ms															
	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	0	lacktriangle	0	0	0	lacktriangle	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Second (Ability) Excellency	0	0	0	0	0	0	lacktriangle	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0
Third (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Infinite (Ability) Mastery	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(Ability) Essence Flow	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Divine Transcendence of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Supreme Perfection of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

		<u> </u>	narms		
lame	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Seneric 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
hird (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
nfinite (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
athletics					
ncreasing Strength Exercise	3 m per point	Simple	One scene	Combo-OK, Dawn, Obvious, Stackable	Ex2, 225
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Decult					
Spirit-Cutting Attack	1 m	Supplemental	Instant	Combo-OK, Dawn, Obvious	Ex2, 221
Spirit-Detecting Glance	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 221
ntegrity					
Spirit-Maintaining Maneuver	5 m per 1wp	Reflexive	Instant	Combo-OK, Social	Ex2, 201
Performance					
Respect Commanding Attitude	5 m	Simple (4 LT, -1)	One scene	Combo-OK, Compulsion, Social	Ex2, 202
Resistance		, ,			
Ourability of Oak Meditation	3 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
0x-Body Technique (3x)	None	Permanent	Permanent	Stackable	Ex2, 208
ron Skin Concentration	2 m	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207
Body-Mending Meditation	10 m	Supplemental	Until day ends	Combo-OK	Ex2, 208
Survival			,		,
Hardship-Surviving Mendicant Spirit	10 m	Reflexive	Indefinite	Combo-OK	Ex2, 210
Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242
Solar Hero Form	6 m	Simple	One scene	Obvious, Enhanced, Form	Ex2, 242
Oragon Coil Technique	3 m	Reflexive (1)	Until next action	Combo-OK, Enhanced	Ex2, 242
Sledgehammer Fist Punch	3 m	Reflexive	Instant	Obvious, Combo-OK, Enhanced, Martial-ready: Melee	Ex2, 242
hunderclap Rush Attack	1 m	Supplemental	Instant	Combo-OK, Martial-ready: Archery, Melee, Thrown	Ex2, 190
Hellraiser's Instinct	- (6m)	Permanent	Permanent	Native, Obvious	IMB, 35
Heaven Thunder Hammer	3 m	Supplemental	Instant	Combo-OK, Enhanced	Ex2, 242
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