

## Katkerä Paju

Rules: 2nd Edition

Concept: Diplomaatti-kenraali

Motivation: Yhdistää koillinen luomakunta järjestäiseksi valtioksi.

Player: Panu

Caste: Eclipse

## Essence

Personal Pool 13 (13) Total / \_\_\_ Available  
Peripheral Pool 31 (31) Total / \_\_\_ Available

## Attributes

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

## Virtues

Compassion ●○○○○  
Temperance ●●○○○  
Conviction ●●●○○  
Valor ●●●○○

## Virtue Flaw

Deliberate Cruelty: Pakkotilanne

## 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 ○○○○○○  
\_\_\_\_ ○○○○○○  
\_\_\_\_ ○○○○○○  
\_\_\_\_ ○○○○○○

## Specialties

War - Asymmetrinen sodankäynti ●○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
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\_\_\_\_ ○○○○  
+ : This ability is commonly affected by mobility penalty.

## Willpower

●●●●●●○○○

## Intimacies

Kapinalliset

## Social Combat

Join Debate				7	Dodge MDV				6
Attack	Speed Honesty			Deception			Rate		
	Attack/MDV			Attack/MDV					
Presence	4	7	4	5	3	2			
Performance	6	7	4	5	3	1			
Investigation	5	6	3	4	2	2			
Common Actions				Common DV Modifiers					
Action	Speed	DV		Source	Modifier				
Join Debate	5	None		Appearance	Difference				
Attack	Above	-2		Motivation	+/- 3				
Monologue	3	-2		Virtue	+/- 2				
Miscellaneous	5	-2		Intimacy	+/- 1				

## Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	5	+0	3	B	N
Kick	5	+0	4	+3	6	B	N
Clinch	6	+0	4	+0	3	B	C,N,P
Dire Lance - Jabbing	5	+3	11	+8	11	L	2,R
Dire Lance - Charging	5	+3	11	+12	15	L	L,R
Short Sword	4	+2	10	+3	6	L	
Knife - Close	5	+1	9	+2	5	L	

## Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	1		
Chain Shirt	+1	+3	+3	0
Total	4	4	3	0

## Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	12	6
3	9	10	5
2	8	8	4
1	6	4	2

Subtract Mob. Pen. Twice for h. jump. Incap.

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	7	Dodge DV	3	Knockdown	4	7	Stunning	3	4
		-Mob.Pen		Threshold / Pool			Threshold / Pool		
Order of Attack Events	Knockdown				Common Actions				
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid.				Join Battle	Varies	None		
2. Declare Defence	Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.				Ready Weapon	5	-1		
3. Attack Roll					Physical Attack	Varies	-1		
4. Attack Reroll					Coordinate Attack	5	None		
5. Subtract Penalties/Apply Defenses					Aim	3	-1		
6. Defence "Reroll"					Guard	3	None		
7. Calculate Raw Damage					Move	0	None		
8. Apply Hardness & Soak, Roll Damage					Dash	3	-2		
9. Counterattack					Miscellaneous	5	Varies		
10. Apply Damage, Knockdown & Stunning					Jump	5	-1		
Full combat rules on pages 140-158.					Rise from Prone	5	-1		
					Inactive	5	Special		

Backgrounds	
Followers	●●●○
Influence	●●○○
Artifact	●●○○
	○○○○
	○○○○
	○○○○
	○○○○
	○○○○

[illegible]

Languages
Forest-tongue, High Realm, Riverspeak

Experience  
0 total - 0 spent = 0 banked

## Generic Charms

[illegible]

Charms

[illegible]