0000 Rules: 2nd Edition Player: Panu Concept: Martial Arts Master Caste: Dawn Personal Pool 13 (13) Total / ___ Available Peripheral Pool 31 (31) Total / ___ Available Motivation: Perustaa paras taistelulajikoulu ja opettaa siellä parasta, itse kehittämääni, tyylisuuntaa. Attributes Virtues Anima Compassion Temperance **••••**0 00 ◆ Cause Caste Mark to glow brightly (1 mote) Strength •0000 $\bullet \bullet \circ \circ \circ$ • Cause anima to glow bright enough to read by (1 mote) ••••• 00 Dexterity ♦ Know the precise time of day (1 mote) Stamina ●●000 00 Conviction Valor **••**000 00 $\bullet \bullet \bullet \circ \circ$ Charisma **•••**00 00 Manipulation Banner Flare Motes Stealth ••000 00 Appearance 1-3 Caste Mark glitters Normal Virtue Flaw **••••**0 00 4-7 Caste Mark burns +2 Perception 8-10 Coruscant Aura Impossible **••**000 00 Intelligence Heart of Flint: Kirjassa lukee, s. 105 11-15 Brilliant Bonfire Impossible **•••**00 00 Wits Totemic Aura Impossible 16+ **Abilities** Willpower Social Combat 0000000 Archery $lackbox{0}$ Dodge MDV 6 Join Debate 8 ••••• 00 Martial Arts Speed Honesty Attack/MDV Deception Attack/MDV Attack Rate •0000 00 Melee 4 5 3 Presence 4 2 Thrown **•**0000 00 Intimacies Performance 6 2 1 3 2 1 0000000 War Investigation 5 3 2 4 2 2 Kunniallinen kamppailu Integrity **••••**0 00 Common DV Modifiers Source Modifier Common Actions Action Speed DV 00000 00 Performance None -2 -2 -2 Appearance Motivation Virtue Intimacy Join Debate Difference **••**000 00 Presence Monologue Miscellaneous ●●●○○ ○○ Resistance 0000000 ☐ Survival Arsenal ☐ Craft 0000000 Speed Accuracy Defence Rate Range Tags Name Damage Investigation ●0000 00 Punch 5 +1 11 +0 4 B +2 6 3 ●●000 00 Lore Kick 5 +0 10 +3 7 B -2 4 2 Ν Medicine ●●000 00 Clinch 6 +0 10 +0 4 B +0 5 1 C,N,P ☐ Occult 0000000 Serpent-Sting Staff (Martial Arts) 4 +0 10 +11 15 B +4 7 3 M,P **•••••** 00 + Athletics **•••••** 00 Awareness + Dodge **•••**00 00 + Larcenv 00000 00 Panoply + Stealth **•••**00 00 Soak (B/L/A) Name Hardness (B/L) Mob.Pen. Fatique Bureaucracy 00000 00 Natural Soak 2 1 Linguistics ●●000 00 + ☐ Ride 00000 00 ☐ Sail 00000 00 0 Total 2 O. ٥l 0 0 00000 00 ☐ Socialize Close Combat Crafts Movement & Health Craft - Air 0000000 Craft - Farth 00000 00 Move Dash Jump (H/V) Health Levels ◆ Health: Bashing damage heals 1 health level Craft - Fire 00000 00 5 11 18 9 -0 neamn: bashing darlage heals i rhealin level of a 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 procedure. 00000 00 Craft - Water 4 10 16 8 Craft - Wood 00000 00 00000 00 3 9 14 7 Death and Dying: If characters incapacitated 0000000 by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action. Marking Damage: 0000000 7 10 Dying ☑ Bashing ☑ Lethal ☑ Aggravated .00000 00 Subtract Mob. Pen. Twice for h. jump Combat Specialties ••0 Martial Arts - 7-section staff Join Battle 8 Dodge DV 5 Knockdown 5 10 Stunning 2 5 000 000 Order of Attack Events Common Actions Knockdown Characters are knocked down if an attack deals DV Pen Speed 000 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. Join Battle Ready Wea Physical Att Coordinate Varies None Declare Attack Declare Defence 000 Declare Defence Attack Roll Attack Reroll Subtract Penalties/Apply Defenses Defence "Reroll" Calculate Raw Damage Apply Hardness & Soak, Roll Damage Counteraties 5 Varies 000 None Aim Guard Move Dash 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. None None 000 000 Varies . Counterattack . Apply Damage, Knockdown & Stunning 000 Jump Rise from Prone Full combat rules on pages 140-158 + : This ability is commonly affected by mobility penalty

Taipuva Olki

Essence

Back	grounds
Face	●●●○○
Resources	●●000
Artifact	●●000
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	Poss	essions	3	
l ——				

Languages
tiverspeak, Old Realm, High Realm
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Experience

0 total - 0 spent = 0 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	•	0	0	0	0	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	0	0	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

		С	harms		
ame	Cost	Туре	Duration	Details (Keywords, Targets)	Source
eneric Charms					
irst (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
thletics					
Ionkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
esistance					
0x-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
wareness					
Surprise Anticipation Method	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 226
				3320 3.1	,0
odge Hadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
teflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227 Ex2, 227
	1 111	Reliexive (2)	mstant	Combo-OK	EXZ, ZZ1
Celestial) Mantis Style	2 m	Doflovina	Instant	Combo OK Obvious	Cotta CZ
eaping Mantis Technique	3 m	Reflexive	Instant	Combo-OK, Obvious	SotM, 97
fantis Form on-Arm Block	6 m 3 m	Simple (3, -1) Reflexive (2)	One scene Instant	Form-Type (MA) Combo-OK	SotM, 97 SotM, 97
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