| _ | All | um | | | Essence |
|---------------------------------------|-----------------------|--|--|---|---|
| Rules: 2nd Edition | | Player: Panu | | | |
| Concept: | | Caste: Zenith | | Personal Pool | 15 (15) Total / Available |
| Motivation: | | | | Peripheral Pool | 37 (37) Total / Available |
| Attribu | utes | Virtues | | | Anima |
| Strength | 0000000 | Compassion Tempe | rance | Cause Caste Mark to | o glow brightly (1 mote) |
| Dexterity | ●●●○○ ○○ | | | | v bright enough to read by (1 mote) |
| Stamina | ●●●●● ○○ | Conviction Val | | ◆ Know the precise tin | ne of day (1 mote) |
| Charisma | ••••• 00 | | | | |
| Manipulation | •••00 00 | | | | |
| Appearance | ●●000 00 | | | Motes Banner Flare | Stealth |
| Perception | ••000000 | Virtue Flaw | | 1-3 Caste Mark g 4-7 Caste Mark b | |
| Intelligence | •••0000 | | | 8-10 Coruscant Au | |
| Wits | ••000 00 | | | 11-15 Brilliant Bonfii 16+ Totemic Aura | |
| | | | | 16+ Totemic Aura | Impossible |
| Abilit | ies | Willpower | | Soc | cial Combat |
| Archery | 0000000 | | 00 | Join Debate | Dodge MDV 6 |
| Martial Arts | ••••• 00 | | ňň l | | ed Honesty Deception Rate |
| © Melee ☐ Melee | 0000000 | | | Presence | Attack/MDV Attack/MDV 4 7 4 6 3 2 |
| Thrown | ●●●○○ ○○ | Intimacies | | _ | 6 9 5 8 4 1 |
| □War | 0000000 | manasas | | _ | 5 4 2 3 2 2 |
| Integrity | ●●●●○ ○○ | | | Common Actions | Common DV Modifiers |
| | ••••• 00 | | | | OV Source Modifier None Appearance Difference |
| Performance Presence | ●●●○○ ○○ | | | Attack Above - | 2 Motivation +/- 3 |
| Resistance | ••••• 00 | | | Miscellaneous 5 - | 2 Virtue +/- 2 2 Intimacy +/- 1 |
| Survival | ••••• 00 | | Arse | nal | |
| Craft | ●●●○○ ○○ | Name Spe | | Damage Defen | ce Rate Range Tags |
| ☐ Investigation | 0000000 | Punch | 5 +1 9 | +0 5 B +2 | 5 3 N |
| Lore | ●●●○○ ○○ | Kick | 5 +0 8 | +3 8 B -2 | 3 2 N |
| □ Medicine | ●●000 00 | Clinch | 6 +0 8 | +0 5 B +0 | 4 1 C,N,P |
| Occult | ●●●○○ ○○ | | | | |
| + Athletics | ••••0 00 | | | | |
| | ●●000 00 | <u> </u> | | | |
| Dodge + □ Dodge | ●●●○○ ○○ | | | | |
| + ☐ Larceny | 0000000 | | | | |
| + ☐ Stealth | 0000000 | | Pano | <u> </u> | |
| Bureaucracy | 0000000 | Name | Soak (B | | dness (B/L) Mob.Pen. Fatigue |
| ⊕ Linguistics | ●●○○○ ○○ | Natural Soak | 5 | 2 | |
| ∯ Linguistics + □ Ride | ●0000000 | | | | |
| □ Sail | ●0000000 | Total | 5 | 2 0 | |
| Socialize | ●●000 00 | | | Combat Rar | |
| Craf | ts | | | | <u> </u> |
| Craft - Earth | ●●●○○ ○○ | | Movement | & Health | |
| | 00000000 | | h Levels | Rules | S salth: Bashing damage heals 1 health level |
| | 00000000 | 3 9 18 9 -0 | | DDD per 3 | hours. Lethal damage healing rate varies (hours; -1 = 2 days; -2 = 4 days; -4 = 1 |
| | 00000 00 | 2 8 16 8 -1 | | | Incapacitated = 1 week). Double these if not resting. Aggravated damage heals |
| | 00000000 | 1 7 14 7 -2 | | | same rate as lethal but cannot be healed |
| | 00000000 | 1 7 14 7 -2 | | - De | nath and Dying: If characters incapacitated that or Aggravated suffer further damage, |
| | 00000000 | 1 5 10 5 -4 | | they lo | ose one Dying level per "Inactive" action. arking Damage: |
| | 00000000 | Subtract Mob. Pen. Twice for h. jump. Incap | | | ashing Lethal Aggravated |
| | | | | | |
| Specia | | | Com | bat | |
| | 000 | Join Battle 4 | Dodge DV 5 | Knockdown 10 | |
| | 000 | Order of Attack Frants | -Mob.Pen | Threshold / | |
| | 000 | Ch | IOCKdOWN aracters are knocked do re raw damage than the | own if an attack deals Act | ommon Actions ion Speed DV Pen |
| | 000 | 1. Declare Attack Thi | eshold. Roll Knockdow ing from prone requires | n Pool (2) to avoid. Joii an action. Prone Rei | n Battle Varies None ady Weapon 5 -1 |
| | 000 | 3. Attack Roll 4. Attack Reroll 5. Subtract Penalties/Apply Defenses | aracters take a -1 externareflexive physical rolls. | nal penalty to all Phy Con Ain | ysical Attack Varies -1 ordinate Attack 5 None |
| | 000 | 6. Defence "Reroll" | unning aracters who suffer mor | e health levels of Mo | ard 3 None ve 0 None |
| | 000 | 9. Counterattack dar blo | nage than their Stun Th w must make a reflexive | reshold in a single Stun roll (damage - | sh 3 -2 scellaneous 5 Varies |
| . This shills in account of "" | by mobility panelty | | mina) or be stunned un s. Stunned characters to nalty to all non-reflexive | ake a -2 internal Kis | np 5 -1 |
| → : This ability is commonly affected | by mobility perialty. | \ per | , to an mon tellexive | F, 01001 10110. | -1 |

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

| Possessions | |
|-------------|--|
| | |
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| | |

| Languages | |
|----------------------------------|---|
| Low Realm, Riverspeak, Old Realm | |
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| | |
| | , |

Experience

24 total - 0 spent = 24 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 | lacktriangle | 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 |

| | | Ch | narms | | |
|-------------------------------------|-----------------|-------------------|-------------------|---|----------|
| Name | Cost | Туре | 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 |
| 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 | | | | | |
| Increasing 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 |
| Occult | | | | | |
| 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 |
| Integrity | | | | | |
| 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 | | | | | |
| Durability of Oak Meditation | 3 m | Reflexive (7) | Instant | Combo-OK, Dawn | Ex2, 206 |
| Ox-Body Technique (3x) | None | Permanent | Permanent | Stackable | Ex2, 208 |
| Iron 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 |
| Sledgehammer Fist Punch | 3 m | Reflexive | Instant | Obvious, Combo-OK, Enhanced, Martial-ready: Melee | Ex2, 242 |
| Dragon Coil Technique | 3 m | Reflexive (1) | Until next action | Combo-OK, Enhanced | Ex2, 242 |
| Thunderclap 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 |
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