

Aderyn Desiderius

Rules: 2nd Edition Player: Niku
Concept: Idealistinen Merirosvo Caste: Eclipse
Motivation: Realmin vallan murttaminen ja korvaaminen oikeamielisellä valtiolla

Essence

Personal Pool 16 (16) Total / ___ Available
Peripheral Pool 37 (37) Total / ___ Available

Attributes

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

Virtues

Compassion ●●●●○○
Temperance ●○○○○○○
Conviction □□□□□□
Valor ●●●○○○○
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Virtue Flaw

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Anarkismi: Lain väärinkäyttö

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 ○○○○○○○○
Throw ○○○○○○○○
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 ●●●○○○○○

Willpower

●●●●●●○○○○
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Intimacies

Social Combat

Join Debate	5	Dodge MDV	5			
Attack	Speed Honesty	Deception	Rate			
	Attack/MDV	Attack/MDV				
Presence	4	8	4	2	2	
Performance	6	6	3	2	1	1
Investigation	5	5	3	1	1	2
Common Actions	Speed	DV	Common DV Modifiers	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	8	+0 2 B	+2 5	3	N
Kick	5	+0	7	+3 5 B	-2 3	2	N
Clinch	6	+0	7	+0 2 B	+0 4	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	6 3	-0 □□□□□□□□□□
4	10	4 2	-1 □□□□□□□□□□
3	9	2 1	-2 □□□□□□□□□□
1	7	0 0	-4 □□□□□□□□□□

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	5	Dodge DV	6	Knockdown	3 6	Stunning	2 3
		-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. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.	Action	Speed	DV	Pen		
2. Declare Defence		Join Battle	Varies	None			
3. Attack Roll		Ready Weapon	5	-1			
4. Attack Reroll		Physical Attack	Varies	-1			
5. Subtract Penalties/Apply Defenses		Coordinate Attack	5	None			
6. Defence "Reroll"		Aim	3	-1			
7. Calculate Raw Damage		Guard	3	None			
8. Apply Hardness & Soak, Roll Damage		Move	0	None			
9. Counterattack		Dash	3	-2			
10. Apply Damage, Knockdown & Stunning		Miscellaneous	5	Varies			
Full combat rules on pages 140-158.		Jump	5	-1			
		Rise from Prone	5	-1			
		Inactive	5	Special			

