

Bianfu Komori

Concept: Batman
 Motivation: Eradicate all crime from the realm.
 Age: 30 Sex: Male Hair Color: _____ Skin Tone: _____ Eye Color: Blue
 Totemic Anima: Bat

Caste: Night

Essence

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 Personal Pool 14 (14) Total / ___ Available
 Peripheral Pool 35 (35) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□ □ □ □ □ □ □ □ □ □
Red Rage of Compassion: The character sees innocents suffering and is unable to effectively intervene.

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	<input type="checkbox"/> Archery	○○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Martial Arts	●●●○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Melee	○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Thrown	○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> War	○○○○○ ○○○○○	1 2 3
Zenith	<input checked="" type="checkbox"/> Integrity	●●○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Performance	○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Presence	○○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Resistance	●●●○○○ ○○○○○	1 2 3
Twilight	<input type="checkbox"/> Craft	○○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Investigation	●●●○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Lore	●○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Medicine	○○○○○ ○○○○○	1 2 3
Night	<input type="checkbox"/> Occult	○○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Athletics	●●●○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Awareness	●●○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Dodge	●●●○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Larceny	●●○○○○ ○○○○○	1 2 3
Eclipse	<input checked="" type="checkbox"/> Stealth	●●●○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Bureaucracy	○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Linguistics	●○○○○○ ○○○○○	1 2 3
	<input checked="" type="checkbox"/> Ride	○○○○○ ○○○○○	1 2 3
	<input type="checkbox"/> Sail	○○○○○ ○○○○○	1 2 3

Crafts

Craft - Air ○○○○○○ ○○○○○○
 Craft - Earth ○○○○○○ ○○○○○○
 Craft - Fire ○○○○○○ ○○○○○○
 Craft - Water ○○○○○○ ○○○○○○
 Craft - Wood ○○○○○○ ○○○○○○

Specialties

Martial Arts - Multiple Opponents ●●●○
 Investigation - Deduction ●●○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

+: This ability is commonly affected by mobility penalty.
 123: Dark numbers indicate known Excellencies for this ability.

Willpower

● ● ● ● ● ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

Intimacies

Social Combat

Join Debate **5** Dodge MDV **5**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	2	1	3
Performance	6	2	1	3
Investigation	5	6	3	7

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance		+/- 3
Attack	Above	-2	Motivation		+/- 2
Monologue	3	-2	Virtue		+/- 1
Miscellaneous	5	-2	Intimacy		+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	7	+0	3	B	N
Kick	5	+0	6	+3	6	B	N
Clinch	6	+0	6	+0	3	B	C,N,P
Cestus (Martial Arts)	5	+0	6	+3	6	B	M

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	1		
Buff Jacket	+4	+3	0	-1
Effective	7	4	3	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
2	8	10	5
1	7	8	4
1	6	6	3
1	4	2	1

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 **4** Knockdown **6** **6** Stunning **3** **6**
Threshold / Pool

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack 2. Declare Defence 3. Attack Roll 4. Attack Reroll 5. Subtract Penalties/Apply Defenses 6. Defence "Reroll" 7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage 9. Counterattack 10. Apply Damage, Knockdown & Stunning	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 nonreflexive physical rolls.	Action Speed DV Pen Join Battle Varies None Ready Weapon 5 -1 Physical Attack Varies -1 Coordinate Attack 5 None Aim 3 -1 Guard 3 None Move 3 None Dash 0 -2 Miscellaneous 5 Varies Jump 5 -1 Rise from Prone 5 -1 Inactive 5 Special

Full combat rules on pages 140-158.

Backgrounds

Contacts ●●●○○○
 Influence ●●○○○○
 Resources ●●○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

Possessions

Languages

Low Realm, Riverspeak

Experience

11 total - 8 spent = 3 banked

Generic Charms

- 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

Third (Ability) Excellency

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Investigation					
Judge's Ear Technique	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 213
Crafty Observation Method	5 m	Simple	Instant	Combo-OK	Ex2, 213
Irresistible Questioning Technique	4 m	Simple (6 LT, -1)	One scene	Combo-OK, Compulsion, Obvious, Social	Ex2, 213
Evidence-Discerning Method	5 m, 1 wp	Simple (5 LT, -1)	One story	Combo-OK	Ex2, 213
Resistance					
Durability of Oak Meditation	2 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
Spirit Strengthens the Skin	1 m per post-soak damage die removed	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207
Ox-Body Technique (2x)	None	Permanent	Permanent	Stackable	Ex2, 208
Essence-Gathering Temper	None	Permanent	Permanent	Native, Dawn, Overdrive	S:Err
Whirlwind Armor-Donning Prana	1 m	Simple	Instant	Combo-OK	Ex2, 205
Stealth					
Easily Overlooked Presence Method	3 m	Simple	One scene	Combo-OK	Ex2, 230
Invisible Statue Spirit	5 m	Simple	Indefinite	Combo-OK	Ex2, 230
(Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242