

Halar Highwind

Concept: _____ Caste: Eclipse
 Motivation: Feeling abandoned by my family, I vow to spend my time, money, and effort into bankrupting and socially hurting
 Age: 27 Sex: M Hair Color: Brown Skin Tone: White Eye Color: Green
 Totemic Anima: Fox

Essence

Personal Pool 11 (11) Total / ____ Available
 Peripheral Pool 27 (27) Total / ____ Available

Attributes

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

Virtues

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

Virtue Flaw

Righteous Domination: The character's advice is ignored in a matter that he sees as important.

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 ○○○○○○ ○○○○○○ 1 2 3
☐ Martial Arts ○○○○○○ ○○○○○○ 1 2 3
☐ Melee ●●○○○○ ○○○○○○ 1 2 3
☐ Thrown ●●○○○○ ○○○○○○ 1 2 3
☐ War ○○○○○○ ○○○○○○ 1 2 3
 Zenith
☐ Integrity ●○○○○○ ○○○○○○ 1 2 3
☐ Performance ●○○○○○ ○○○○○○ 1 2 3
☒ Presence ●●●○○○ ○○○○○○ 1 2 3
☐ Resistance ●●○○○○ ○○○○○○ 1 2 3
☐ Survival ○○○○○○ ○○○○○○ 1 2 3
 Twilight
☐ Craft ○○○○○○ ○○○○○○ 1 2 3
☐ Investigation ●○○○○○ ○○○○○○ 1 2 3
☐ Lore ●●○○○○ ○○○○○○ 1 2 3
☐ Medicine ●●○○○○ ○○○○○○ 1 2 3
☐ Occult ○○○○○○ ○○○○○○ 1 2 3
 Night
☒ Athletics ●○○○○○ ○○○○○○ 1 2 3
☒ Awareness ●●●○○○ ○○○○○○ 1 2 3
☒ Dodge ●●●○○○ ○○○○○○ 1 2 3
☒ Larceny ●●●○○○ ○○○○○○ 1 2 3
☒ Stealth ●●●○○○ ○○○○○○ 1 2 3
 Eclipse
☒ Bureaucracy ●●●○○○ ○○○○○○ 1 2 3
☒ Linguistics ●●●○○○ ○○○○○○ 1 2 3
☒ Ride ●○○○○○ ○○○○○○ 1 2 3
☒ Sail ●●●○○○ ○○○○○○ 1 2 3
☒ Socialize ●●●○○○ ○○○○○○ 1 2 3

Crafts

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

Specialties

Melee - I am adept at quickly drawing and wielding knives. ●●○○○
 Larceny - I am handy in the use of improvised items and tools. ●●○○○
 Stealth - I excel at blending into social scenes; and moving from place to place. ●●○○○
 Socialize - I draw women into my beautiful gaze. ●●○○○

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

Willpower

●●●●○○ ○○○○○○
 □□□□□□ □□□□□□

Intimacies

I detest having my clothes cut/soiled in battle., Excellent at talking to and wooing women., I have a favored ebony knife, called Carnwennan., I love a cologne called Sex Panther and wear it daily., I have a fascination with wealth and desire to steal poorly guarded valuables., I tend to be a

Social Combat

Join Debate		6	Dodge MDV		4
Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate	
Presence	4	7 4	7 4	2	
Performance	6	5 3	5 3	1	
Investigation	5	5 3	5 3	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	4	+0	2	B	N
Kick	5	+0	3	+3	5	B	N
Clinch	6	+0	3	+0	2	B	C,N,P
Knife - Close	4	+2	7	+1	3	L	
Knife - Close	4	+2	7	+1	3	L	
Straight Sword	5	+2	7	+3	5	L	

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2	1		
Chain Shirt (Artifact)	+5	+7	+7	3
Buff Jacket	+4	+3	+3	0
Effective	7	8	7	3

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
2	8	4	2	-0
1	7	2	1	-1
1	6	0	0	-2
1	4	0	0	-4
				Dying
				Incap.

Yards | Accounts for wound & mobility pen.

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	6	Dodge DV	3	Knockdown	4	5	Stunning	2	4
					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 nonreflexive 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		
					Jump	5	-1		
					Rise from Prone	5	-1		
					Inactive	5	Special		

Full combat rules on pages 140-158.

Backgrounds	
Artifact (Chain Shirt)	● ○ ○ ○ ○ ○
Contacts	● ● ○ ○ ○ ○
Followers (Ship Crew)	● ○ ○ ○ ○ ○
Influence	● ○ ○ ○ ○ ○
Resources (Military Salary)	● ● ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○

[illegible]

Languages	
High Realm, Low Realm, Riverspeak	

Experience	
21 total - 19 spent = 2 banked	

Skill	Proficiency Level
Archery	25
Marital Arts	25
Melee	25
Thrown	25
War	25
Integrity	25
Performance	25
Presence	25
Resistance	25
Survival	25
Craft	25
Investigation	25
Lore	25
Medicine	25
Occult	25
Athletics	25
Awareness	25
Dodge	25
Larceny	25
Stealth	25
Bureaucracy	25
Linguistics	25
Ride	25
Sail	25
Socialize	25

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