

## Isosceles Sanchez

Concept: \_\_\_\_\_ Caste: Twilight  
 Motivation: Track down and kill the God who my sister was given to in exchange for wealth; save her if she lives.  
 Age: 22 Sex: Male Hair Color: Black Skin Tone: Pale Eye Color: Blue  
 Totemic Anima: \_\_\_\_\_

## Essence

●●●○○○○○○○○○○

Personal Pool 15 (15) Total / \_\_\_ Available  
 Peripheral Pool 36 (36) Total / \_\_\_ Available

### Attributes

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

### Virtues

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

### Virtue Flaw

□□□□□□□□□□  
**God is Dead:** The character is hindered by or otherwise forced to deal with ignorance, blind faith, or zealotry.

### 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  
 □ Throw ○○○○○○ ○○○○○○ 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

Lore - Religion ●○○○  
 Occult - Summoning ●●○○  
 Dodge - When Unarmed ●○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○

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

### Willpower

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 □□□□□□□□□□

### Intimacies

Pursuit of Knowledge, Hatred of Gods, Animals  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Social Combat

Join Debate **4** Dodge MDV **6**

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

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

### Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	7	+0	2	B	N
Kick	5	+0	6	+3	5	B	N
Clinch	6	+0	6	+0	2	B	C,N,P

### Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3 1			
Effective	3 1 0	0 0	0 0	0 0

### Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	6 3	-0
3	9	4 2	-1
2	8	2 1	-2
1	6	0 0	-4

Yards | Accounts for wound & mobility pen. 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 **4** Dodge DV **5 6** Knockdown **5 6** Stunning **3 5**  
 Normal / When Unarmed Threshold / Pool 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.

