

Stark

Concept: _____ Caste: Twilight
 Motivation: Wants to see ascension of all humans to godlike status. Immortality and perfection for all people. On Earth a
 Age: 0 Sex: _____ Hair Color: _____ Skin Tone: _____ Eye Color: _____
 Totemic Anima: _____

Essence

●●●●○●○○○○○○○○

Personal Pool 17 (17) Total / ___ Available
 Peripheral Pool 42 (42) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□□□□□□□□□□
Heart of Flint: Character is frustrated by the intemperate or childish nature of the world around him.

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

Martial Arts - JiuJitsu / Grappling ●○○○
 Martial Arts - Kickboxing ●○○○
 Craft - Craft Machination ●●○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

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

Willpower

●●●●●○ ○○○○○○
 □□□□□□□□□□

Intimacies

Deep curiosity -- wants to dissect things and take them apart to see how they work., Compulsive tinkerer -- has to be building something or working on a project. Can't sit idle., No tolerance for stupidity -- everything can be explained with enough thought and experimentation.

Social Combat

Join Debate **4** Dodge MDV **5**

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

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

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	12	+0 3 B	+2 7	3	N
Kick	5	+0	11	+3 6 B	-2 5	2	N
Clinch	6	+0	11	+0 3 B	+0 6	1	C,N,P
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Panoply

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

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

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** Knockdown **2 6** Stunning **1 2**
Threshold / Pool

Order of Attack Events	Knockdown	Common Actions																																							
<ol style="list-style-type: none"> 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 	<p>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.</p> <p>Stunning Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.</p>	<table border="1"> <thead> <tr> <th>Action</th> <th>Speed</th> <th>DV Pen</th> </tr> </thead> <tbody> <tr> <td>Join Battle</td> <td>Varies</td> <td>None</td> </tr> <tr> <td>Ready Weapon</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Physical Attack</td> <td>Varies</td> <td>-1</td> </tr> <tr> <td>Coordinate Attack</td> <td>5</td> <td>None</td> </tr> <tr> <td>Aim</td> <td>3</td> <td>-1</td> </tr> <tr> <td>Guard</td> <td>3</td> <td>None</td> </tr> <tr> <td>Move</td> <td>0</td> <td>None</td> </tr> <tr> <td>Dash</td> <td>3</td> <td>-2</td> </tr> <tr> <td>Miscellaneous</td> <td>5</td> <td>Varies</td> </tr> <tr> <td>Jump</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Rise from Prone</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Inactive</td> <td>5</td> <td>Special</td> </tr> </tbody> </table>	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	0	None	Dash	3	-2	Miscellaneous	5	Varies	Jump	5	-1	Rise from Prone	5	-1	Inactive	5	Special
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Full combat rules on pages 140-158.

