

Mugen Rokuro

Concept: _____ Caste: Dawn
 Motivation: Be the best swordsman
 Age: 25 Sex: Male Hair Color: Brown Skin Tone: light tan Eye Color: green
 Totemic Anima: Monkey

Essence

Personal Pool 11 (11) Total / ___ Available
 Peripheral Pool 28 (28) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

Ego Duel: The character discovers an enemy is dominating a fight.

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
 Integrity ●●○○○○○○○○○ 1 2 3
 Performance ○○○○○○○○○○○○ 1 2 3
 Presence ○○○○○○○○○○○○ 1 2 3
Zenith
 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 - Masterless ●●●○
 Melee - Fighting with Swords ●●○○
 Dodge - Melle Attacks ●○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

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

Willpower

●●●●●○○○○○

Intimacies

To disprove any one school is better than others, Not have to pay for meals in a group

Social Combat

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

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	4	2	1
Performance	6	4	2	1
Investigation	5	4	2	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	9	+0 4 B	+2 5	3	N
Kick	5	+0	8	+3 7 B	-2 3	2	N
Clinch	6	+0	8	+0 4 B	+0 4	1	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

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	14 7	-0
3	9	12 6	-1
2	8	10 5	-2
1	6	6 3	-4

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 **5** Knockdown **5 7** Threshold / Pool Stunning **3 5** 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	Knockdown 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.	Common Actions <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.

