	Muger	Rokuro	Essence
Concept: Motivation: Be the Age: 25 Totemic Anima: N	e best swordsman Sex: Male Hair Color fonkey	: Brown Skin Tone: light tank Eye Color: green	Personal Pool Peripheral Pool 28 (28) Total / Available
Strength Dexterity Stamina Charisma Manipulation Appearance Perception Intelligence Wits	Attributes	Virtues Compassion Temperance	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
	Abilities	Willpower	Social Combat
Archery Martial Archery Melee Thrown War Integrity Performa	ts	Intimacies To disprove any one school is better than others, Not have to pay for meals in a group	Join Debate 5 Dodge MDV 4 Attack Speed Honesty Attack/MDV Attack/MDV Attack/MDV Attack/MDV Rate Presence 4 4 2 2 1 2 1 2 Performance 6 4 2 2 1 1 1 Investigation 5 4 2 2 1 2 Common Actions Action Speed DV Common DV Modifiers Source Modifier
☐ Performa ☐ Presence ☐ Resistance ☐ Survival	00000 00000 123 • • • 0000 00000 123 00000 00000 123		Join Debate 5 None Attack Above -2 Motivation +/- 3 Monologue 3 -2 Virtue +/- 2 Intimacy +/- 1
☐ Craft ☐ Investigat ☐ Lore ☐ Medicine ☐ Occult	00000 00000 123 00000 00000 123 00000 00000 123 00000 00000 123	Name Speed Accuracy Punch 5 +1 9 Kick 5 +0 8 Clinch 6 +0 8	Damage Defence Rate Range Tags +0 4 B +2 5 3 N +3 7 B -2 3 2 N +0 4 B +0 4 1 C,N,P
+ ■ Athletics	●●00 0000 123 ●●00 0000 123 ●●00 0000 123 0000 0000 123 0000 0000 123		
□ Bureaucra □ Linguistic □ Ride □ Sail □ Socialize		Name Soak (B/	
Craft - Air Craft - Earth Craft - Fire	Crafts 00000 00000 00000 00000 00000 00000	Effective	3 1 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1
Craft - Water Craft - Wood	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000	Move Dash Jump (H/V) Health Levels 4 10 14 7 -0	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 sulfer further damage, they lose one Dying level per "Inactive" action.
Martial Arts - Mas Melee - Fighting	vith Swords		Dying • Marking Damage: ☐ Bashing ☐ Lethal ☐ Aggravated ☐ Death ☐ Damage:
Dodge - Melle Att	acks	Join Battle 5 Dodge DV 5 Order of Attack Events 1. Declare Attack 2. Declare Defence 3. Attack Roll 4. Attack Reroll 5. Subtract Penallies/Apply Defenses 6. Defence "Reroll" 7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage 9. Counterattack 1. Declare Attack 2. Declare State No. Roll Damage 8. Apply Hardness & Soak, Roll Damage 9. Counterattack 2. Declare State No. Suffer more than their Stun Threshold in reflexive Stun roll (damage in Roll Attack Stun Roll	Knockdown 5 7 Threshold / Pool Stunning 3 5 Threshold / Pool Vinite an attack deals more kdown Threshold. Roll J. Rising from prone aracaters take a -1 external sysical rolls. Action Speed DV Pen
	inly affected by mobility penalty. ate known Excellencies for this ability.	10. Apply Damage, Knockdown & Stunning 10. Apply Damage, Knockdown & Stunning 10. Apply Damage, Knockdown & Stunning 11. Iteliexive Sturn for Ill (damage) 12. Iteliexive Sturn for Ill (damage) 13. Apply Damage, Knockdown & Stunning 14. Iteliexive Sturn for Ill (damage) 15. Iteliexive Sturn for Ill (damage) 16. Iteliexive Sturn for Ill (damage) 17. Iteliexive Sturn for Ill (damage) 18. Iteliexive Sturn for Ill	Stunned characters take a Miscellaneous 5 Varies

Backgrounds								
Resources (Sword)	●●0000							
Artifact (Master Sword)	●●●○○ ○							
Mentor (Kometurro)	●●000 0							
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	Possessions
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Language	s
ow Realm	

Experience

0 total - 0 spent = 0 banked

Generic Charms																									
Third (Ability) Excellency Second (Ability) Excellency First (Ability) Excellency	O O O Archery	O Martial Arts	● O O Melee	O O Thrown	O O O War	O O O Integrity	O O O Performance	O O O Presence	O O Resistance	O O Survival	O O O Craft	O O Investigation	O O O Lore	○ ○ ● Medicine	O O O Occult	O O Athletics	O O Awareness	● O O Dodge	O O Larceny	O O O Stealth	O O Bureaucracy	O O Linguistics	O O O Ride	O O O Sail	O O Socialize

Charms												
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source							
Generic Charms		*1 -										
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183							
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184							
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185							
Athletics		` ,		, ,								
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223							
Dodge Reflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK, Dawn	Ex2, 227							
Melee Solar Counterattack	3 m	Reflexive (9)	Instant	Combo-OK, Counterattack, Martial-ready: Martial Arts,	Ex2, 194							
		5 (: ()		Archery, Thrown	5 0 404							
One Weapon, Two Blows	3 m	Reflexive (1)	Instant	Combo-OK, Martial: Martial Arts	Ex2, 191							
Dipping Swallow Defense	2 m	Reflexive (2)	Instant	Combo-OK, Martial: Martial Arts, Mirror	Ex2, 192							
Hungry Tiger Technique	1 m	Supplemental	Instant	Combo-OK	Ex2, 190							
Bulwark Stance	5 m	Reflexive (2)	Until next action	Combo-Basic, Martial: Martial Arts	Ex2, 193							
Resistance		_	_									
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208							
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