

Karone				
Concept: Knight		Aspect: Fire		
Motivation: _____				
Age: 0	Sex: Male	Hair Color: blonde and pink with pink highlights	Eye Color: Green/red	
Totemic Anima: _____				

Totemic Anima:

Essence

Category	Count	Total	Available
Personal Pool	3	8	10
Peripheral Pool	7	22	30

22 Total / ____ Available

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

Virtues

<p>Compassion</p> <p>● ● ○ ○ ○</p> <p>□ □ □ □ □</p>	<p>Temperance</p> <p>● ● ● ○ ○</p> <p>□ □ □ □ □</p>
<p>Conviction</p> <p>● ● ○ ○ ○</p> <p>□ □ □ □ □</p>	<p>Valor</p> <p>● ● ○ ○ ○</p> <p>□ □ □ □ □</p>

Anima

- Cause skin to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know exact location in relation to pole (1 mote)
- Banner Flare damages everything within 2 yards
- _____

<i>Motes</i>	<i>Banner Flare</i>	<i>Stealth</i>
1-3	Skin glows weakly	Normal
4-7	Skin glows brightly	+2
8-10	Shining Aura (1L/minute)	Impossible
11-15	Brilliant Aura (1L/3 turns)	Impossible
16+	Totemic Aura (1L/turn)	Impossible

		Abilities		
Air	<input type="checkbox"/> Linguistics	○○○○○ ○○○○○	123	
	<input type="checkbox"/> Lore	●●○○○ ○○○○○	123	
	<input type="checkbox"/> Occult	●○○○○ ○○○○○	123	
	<input type="checkbox"/> Stealth	○○○○○ ○○○○○	123	
	<input type="checkbox"/> Thrown	○○○○○ ○○○○○	123	
Earth	<input type="checkbox"/> Awareness	●●○○○ ○○○○○	123	
	<input type="checkbox"/> Craft	○○○○○ ○○○○○	123	
	<input type="checkbox"/> Integrity	○○○○○ ○○○○○	123	
	<input type="checkbox"/> Resistance	●○○○○ ○○○○○	123	
	<input checked="" type="checkbox"/> War	●●●○○ ○○○○○	123	

A progress bar labeled "Willpower" with 10 circles. The first 5 circles are filled black, and the last 5 are empty white.

Social Combat									
Join Debate					Dodge MDV				
Attack	Speed	Honesty Attack/MDV			Deception Attack/MDV			Rate	
Presence	4	6	3		6	3		2	
Performance	6	4	2		4	2		1	
Investigation	5	2	1		2	1		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			

Category	Item	Progress	Count
Fire	+ Athletics	●●●○○○ ○○○○○○	123
	+ Dodge	●●○○○○ ○○○○○○	123
	Melee	●●●●○○ ○○○○○○	123
	Presence	●●●●○○ ○○○○○○	123
	Socialize	●●●○○○ ○○○○○○	123
Water	Bureaucracy	●●○○○○ ○○○○○○	123
	Investigation	○○○○○○ ○○○○○○	123
	+ Larceny	○○○○○○ ○○○○○○	123
	Marital Arts	●●●○○○ ○○○○○○	123
	Sail	○○○○○○ ○○○○○○	123
Wood	Archery	●○○○○○ ○○○○○○	123
	Medicine	●○○○○○ ○○○○○○	123
	Performance	●●○○○○ ○○○○○○	123
	+ Ride	●●●○○○ ○○○○○○	123
	Survival	●○○○○○ ○○○○○○	123

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

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Inspired by Voidstate
<http://www.voidstate.com>

Great Curse

□ □ □ □ □ □ □ □ □ □

Upon Limit Break, the character becomes possessed by Temperance and the power of Fire.

Intimacies

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Panopoly							
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)	
5	11	10	5
4	10	8	4
3	9	6	3
1	7	2	1

Yards | Accounts for wound & mobility pen.

Health Levels	
-0	<div style="display: flex; align-items: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div> <div style="width: 100px; height: 20px; border: 1px solid black; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51% 53%, transparent 53%);"></div> </div> </div>
-1	<div style="display: flex; align-items: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div> <div style="width: 100px; height: 20px; border: 1px solid black; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51% 53%, transparent 53%);"></div> </div> </div>
-2	<div style="display: flex; align-items: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div> <div style="width: 100px; height: 20px; border: 1px solid black; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51% 53%, transparent 53%);"></div> </div> </div>
-4	<div style="display: flex; align-items: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div> <div style="width: 100px; height: 20px; border: 1px solid black; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51% 53%, transparent 53%);"></div> </div> </div>
Incip.	<div style="display: flex; align-items: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin-right: 5px;"></div> <div style="width: 100px; height: 20px; border: 1px solid black; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51% 53%, transparent 53%);"></div> </div> </div>

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

Join Battle

5

Dodge DV

5

Knockdown

4

8

Threshold / Pool

Stunning

3

4

Threshold / Pool

Order of Attack Events

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.

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.

Common Actions

Action	Speed	DV Pen
Join Battle	Varies	None
Ready Weapon	Varies	-1
Physical Attack		
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

Full combat rules on pages 140-158.

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Languages

Experience
0 total - 0 spent = 0 banked

Skill	Proficiency Level
Linguistics	100
Lore	90
Occult	80
Stealth	70
Thrown	60
Awareness	50
Craft	40
Integrity	30
Resistance	20
War	10
Athletics	10
Dodge	10
Melee	10
Presence	10
Socialize	10
Bureaucracy	10
Investigation	10
Larceny	10
Martial Arts	10
Sail	10
Archery	10
Medicine	10
Performance	10
Ride	10
Survival	10

Charms

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