

Raneth

Concept: Crépuscule conquérant

Caste: Twilight

Motivation: Forger un Royaume Technomagique dans les cités salines

Age: 0 Sex: Hair Color: Skin Tone: Eye Color:

Totemic Anima:

Essence

Personal Pool 16 (16) Total / Available
Peripheral Pool 38 (38) Total / Available

Attributes

Strength ●●●○○○ ○○○○○○
Dexterity ●●●○○○ ○○○○○○
Stamina ●●●○○○ ○○○○○○

Charisma ●●●○○○ ○○○○○○
Manipulation ●●●○○○ ○○○○○○
Appearance ●●●○○○ ○○○○○○

Perception ●●●○○○ ○○○○○○
Intelligence ●●●○○○ ○○○○○○
Wits ●●●○○○ ○○○○○○

Virtues

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

Virtue Flaw

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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

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

Willpower

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Intimacies

Social Combat

Join Debate 9 Dodge MDV 6

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	7	4	2
Performance	6	3	2	1
Investigation	5	8	4	2

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance		
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	4	+0 3 B	+2 3	3	N
Kick	5	+0	3	+3 6 B	-2 1	2	N
Clinch	6	+0	3	+0 3 B	+0 2	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	0 0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
3	9	12 6	-0	• 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.
2	8	10 5	-1	• Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
1	7	8 4	-2	• Marking Damage:
1	5	4 2	-4	☑ Bashing ☑ Lethal ☑ Aggravated

Combat

Join Battle	Dodge DV	Knockdown	Stunning
9	4	5 6	3 5
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. 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.	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

Backgrounds	
Allies (Yurgen Kaneko)	●●●○○○
Allies (Nalla Bloodaxe)	●○○○○○
Allies (Samea)	●●○○○○
Backing (L'armée du Taureau)	●○○○○○
Resources	●○○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○

Possessions

Languages
Skytongue, Riverspeak, Forest-tongue, Old Realm

Experience
253 total - 253 spent = 0 banked

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

[illegible]