Concept: chien fou Caste: Full Moon 000000 Motivation: Redonner Création à la Nature Personal Pool 15 (15) Total / \_\_\_ Available Sex: mâle Hair Color: brun Skin Tone: brune Eye Color: brun-vert Age: 50 Peripheral Pool 30 (30) Total / \_\_\_ Available Totemic Anima: un loup au pelage scintillant Attributes Virtues Anima Compassion Temperance Strength ●●●●O OOOOO 123 · Cause Caste Mark and tattoos to glow brightly (1 mote)  $\bullet$  0 0 0  $\bullet$  0 0 0 · Cause Tell to become unmistakable (1 mote) Dexterity ●●●●O OOOOO 123 . Cause anima to glow bright enough to read by (1 mote) Stamina ●●●●O OOOOO 1 2 3 . Know precise time and moon phase (1 mote) Conviction Valor ☐ Charisma ●●000 00000 123  $\bullet$   $\bullet$   $\circ$ • 0 0 0 ●●000 00000 123 ■ Manipulation ●00 00000 123 □ Appearance Motes Banner Flare Forms Stealth 1-3 Caste Mark glitters Normal **Great Curse** ●●●● 00000 123 Perception 4-7 Caste Mark & tattoos burn +2 □Intelligence 8-10 Coruscant Aura Impossible ●●00 00000 123 ■ Wits 11-15 Brilliant Bonfire Impossible Frénésie du Lion 16+ Totemic Aura Impossible Abilities Willpower Social Combat Archery 00000 00000 Join Debate 7 Dodge MDV 5 0000 + Athletics ●●●○○ ○○○○○ Honesty Attack/MDV Deception Attack/MDV Attack ☐ Awareness ●●●●○ ○○○○○ Rate Presence 4 4 2 4 2 ●0000 00000 + ☐ Dodge Intimacies ☐ Integrity •0000 00000 Performance 6 2 2 1 1 ●●●○○ ○○○○○ ☐ Martial Arts Investigation 5 5 3 5 3 2 00000 00000 ☐ Melee Common Actions Action Spec Common DV Modifiers Source Modifier DV Resistance ●0000 00000 None -2 -2 -2 Join Debate Appearance Motivation Difference 5 Above ●0000 00000 Thrown □War ••000 00000 Intimacy •••oo ooooo □ Craft Arsenal ●0000 00000 + Larceny Name Linguistics ●0000 00000 Tags Punch +1 8 +0 4 В +2 3 Ν 00000 00000 ☐ Performance ••000 00000 Kick 5 +0 7 +3 7 B -2 3 2 Ν Presence + ☐ Ride ••000 00000 Clinch 6 7 +0 4 B 4 1 C,N,P +0 +0 00000 00000 ☐ Sail ☐ Socialize 00000 00000 + ☐ Stealth ●●●○○ ○○○○○ ●●●●○ ○○○○○ Survival 00000 00000 □ Bureaucracy ●●●○○ ○○○○○ ■ Investigation Lore ●0000 00000 Panoply ●0000 00000 ☐ Medicine Soak (B/L/A) ●0000 00000 Name Hardness (B/L) Mob.Pen. Fatigue ☐ Occult Natural Soak 4 2 Articulated Plate (Artifact) +12 +12 8 8 -0 1 +14 00000 00000 Craft - Air 00000 00000 Craft - Earth Effective 14 12 8 0 18 8 Craft - Fire 00000 00000 ●●000 00000 Craft - Water Movement & Health Craft - Wood ●●●○○ ○○○○○ Move Dash Jump (H/V) Health Levels 00000 00000 Health: Bashing damage heals 1 health level per 3 4 10 14 7 -0 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 00000 00000 3 9 12 6 -1 00000 00000 00000 00000 resulty. Aggravated damage reast 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: 2 10 8 5 -2 Specialties 6 3 6 -4 000 Dying П Incap Yards | Accounts for wound & mobility pen 000 000 000 Combat 000 Stunning 4 5 Threshold / Pool Join Battle 7 Dodge DV 4 Knockdown 5 7 000 Threshold / Pool 000 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. Order of Attack Events Common Actions 000 Declare Attack
Declare Defence
Attack Roll
Attack Reroll
Subtract Penallies/Apply Defenses
Defence "Reroll"
Calculate Raw Damage
Apply Hardness & Soak, Roll Damage
Counterattack
Apply Damage, Knockdown & Stunning 000 Join Battle Ready Weapon Physical Attack Coordinate Attack Varies Varies None Stunning
Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take -2 internal penalty to all non-reflexive physical rolls. Guard None None -2 Varies Jump Rise from Prone Inactive

Loup Ardent

+ : This ability is commonly affected by mobility penalty

Full combat rules on pages 140-158

Essence

Spirit Form			War F	orm		
Strength	00 00000	Strength	00000 00000		Citt	
	00 00000		00000 00000		Gifts	S
Stamina •••	00 00000	Stamina ••••	00000 00000	Third E	ye, Night Vision, Claws	s, Prehensile Tail,
Appearance •••	●● 00000	* Costs 5 motes to assume		Gazelle	e's Pace	
		* May automatically activate any Gift char	ms on assumption			
Spirit Form: Loup		* May regenerate lost limbs in War Form * Does not automatically lose dying levels	in War Form			
	Arse	enal			War Form Com	bat Values
Name	Speed Accuracy	Damage Defence	Rate Range Tags			
Punch	5 +1 9	+0 5 B +2 5	3 N		Join Battle 7	Dodge DV 5
Kick	5 +0 8	+3 8 B -2 3	2 N			
Clinch	6 +0 8	+0 5 B +0 4	1 C,N,P	Kno	ockdown 6 8	Stunning 5 6
					Threshold / Pool	Threshold / Pool
					Powe	rs
				SHAPESH	HETING	
						ift, costs 1 mote for true
	Pan	only		1 '	r Heart's Blood	mi, coolo i molo ioi li do
Name			Mah Ban Fatirus	Receive ac	dopted form's STR, ST	A, and APP, and lower of
Natural Soak	Soak (B/	L/A) Hardness (B/L) 5 2 0	Mob.Pen. Fatigue	human and	d adopted form's DEX.	
Articulated Plate (Artifact)	+1		8 -0 1	TATTOOS		
/ indulated Flate (/ inflate)		7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7				y shapeshifting effects.
Effective		9 14 12 8	8 0 1	1	all True forms, hidden	
Endouve		3		+1 Difficult	y to all Astrology target	tting the Lunar
				TELL		
	Movement	t & Health			all forms if spotter has M	MDV 12+
Move Dash Jump (H/V)	Health Levels				•	
			g damage heals 1 health level per 3	1	o Spotter's MDV:	
		nours. Lethal dan	nage healing rate varies (-0 = 6 s; -2 = 4 days; -4 = 1 week;	1	rving a true True Form	
		Incapacitated = 1	week). Double these times if not ed damage heals at the same rate	1	ing for Shapeshifters ing for Lunars (does no	ot stack with above)
3 9 12 6 .		as lethal but canr	ot be healed magically.  ng: If characters incapacitated by	+2 Know	-	,
		Lethal or Aggrava	ited suffer further damage, they lose er "Inactive" action.			
	. –	Marking Dama		1		
1 7 8 4 -	-4	Dying Pashing M	-			
		Dying	ge: Lethal X Aggravated			
Yards   Accounts for wound & mobility pen.		Dying Pashing M	Lethal 🔣 Aggravated			
		Dying Pashing M	-	Blood		
Yards   Accounts for wound & mobility pen.		Dying Pashing M	Lethal 🔣 Aggravated	Blood Stamina	Appear. Notes	
Yards   Accounts for wound & mobility pen.	Incap.	Dying Bashing S	Lethal M Aggravated Heart's		Appear. Notes	
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Backgrounds						
Followers (Clan de la lune ardente)	●●●○○ ○					
Heart's Blood	●●●○○ ○					
Solar Bond (Raneth de Foyer de Diar	na <b>●</b> ,●○○○ ○					
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Possessions	

Languages	
tiverspeak, Skytongue	

## Experience

251 total - 251 spent = 0 banked

		Ge	eneric Char	ms					
Flawless (Attribute) Focus Instinctive (Attribute) Unity First (Attribute) Excellency	O Strength	• O • Dexterity	O Stamina	O O Charisma	O O Manipulation	O O Appearance	O Perception	O O Intelligence	O O O Wits

		(	Charms		
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Attribute) Excellency	1 m per die	Reflexive (1/2)	Instant	Add up to (Attribute) bonus dice to relevant rolls.	L2
Flawless (Attribute) Focus	None	Permanent	Permanent	Allow purchase of Attribute specialties.	L2
Instinctive (Attribute) Unity	2 m or more, 1 wp	Simple	One scene	Commit motes to reduce cost of Excellencies	L2
Essence Charms					
Eyes of the Cat	6 m	Simple	One scene	Combo-OK, Fury-OK	L2, 179
Instinctive Essence Prediction	4 m	Simple	One scene	Combo-OK, Fury-OK	L2, 179
All-Encompassing Sorcerer's Sight	6 m	Reflexive (1)	One scene	-	L2, 179
Defensive Charms					
Golden Tiger Stance	2 m	Reflexive (2)	Instant	Combo-OK, Fury-OK	L2, 151
Secure Cat Stepping	1 m	Supplemental	Instant	Combo-OK, Fury-OK	L2, 150
Wary Swallow Method	1 m	Reflexive (2)	Instant	Combo-OK	L2, 151
Wind-Dancing Method	3 m	Reflexive (9)	Instant	Combo-OK, Counterattack	L2, 151
Perception Advantage Charms					
Wolf Eye Advantage	1 m	Supplemental	Instant	Combo-OK	L2, 183
Fury Charms					
Relentless Lunar Fury	1 m, 1 wp	Reflexive (1/2)	(Essence x 2) actions	Combo-OK	L2, 158
Damage Enhancement Charms					
Claws of the Silver Moon	4 m, 1 wp	Simple (4, -1)	One scene	Combo-OK, Gift, Obvious	L2, 144
Extended Sense Charms					
Sense-Borrowing Method	5 m	Simple	Indefinite	Combo-OK, Touch	L2, 180
Inevitable Spoor Discovery	4 m	Simple	Instant	Combo-OK	L2, 181
Watchful Spider Stance	6 m, 1 wp	Simple	Indefinite	Combo-OK	L2, 181
Blood on the Wind	4 m, 1 wp	Supplemental	Indefinite	Combo-OK	L2, 181
Endurance Charms					
Ox-Body Technique (2x)	None	Permanent	Permanent	Stackable	L2, 156
Steadfast Yeddim Meditation	2 m per point of internal penalties	Reflexive	One scene	Combo-OK, Fury-OK, Stackable	L2, 156
Environmental Charms					
Wood Mastery Technique	6 m	Reflexive	Indefinite	Combo-OK	L2, 157
Air Mastery Technique	6 m	Reflexive	Indefinite	Combo-OK	L2, 157
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