

## Loup Ardent

Concept: chien fou

Motivation: Redonner Création à la Nature

Age: 50

Sex: mâle

Hair Color: brun

Skin Tone: brune

Eye Color: brun-vert

Totemic Anima: un loup au pelage scintillant

Caste: Full Moon

## Essence

Personal Pool 15 (15) Total / \_\_\_ Available  
Peripheral Pool 30 (30) Total / \_\_\_ Available

### Attributs

Strength 1 2 3  
Dexterity 1 2 3  
Stamina 1 2 3  
Charisma 1 2 3  
Manipulation 1 2 3  
Appearance 1 2 3  
Perception 1 2 3  
Intelligence 1 2 3  
Wits 1 2 3

### Virtues

Compassion 1 2 3 4 5  
Temperance 1 2 3 4 5  
Conviction 1 2 3 4 5  
Valor 1 2 3 4 5

### Great Curse

Frénésie du Lion

### Anima

- Cause Caste Mark and tattoos to glow brightly (1 mote)
- Cause Tell to become unmistakable (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know precise time and moon phase (1 mote)

| Motes | Banner Flare              | Forms | Stealth    |
|-------|---------------------------|-------|------------|
| 1-3   | Caste Mark glitters       |       | Normal     |
| 4-7   | Caste Mark & tattoos burn |       | +2         |
| 8-10  | Coruscant Aura            | •     | Impossible |
| 11-15 | Brilliant Bonfire         | •     | Impossible |
| 16+   | Totemic Aura              | •     | Impossible |

### Abilities

War  
Archery  
Athletics  
Awareness  
Dodge  
Integrity  
Martial Arts  
Melee  
Resistance  
Thrown  
War  
Life  
Craft  
Larceny  
Linguistics  
Performance  
Presence  
Ride  
Sail  
Socialize  
Stealth  
Survival  
Wisdom  
Bureaucracy  
Investigation  
Lore  
Medicine  
Occult

### Crafts

Craft - Air  
Craft - Earth  
Craft - Fire  
Craft - Water  
Craft - Wood

### Specialties

Specialties

+: This ability is commonly affected by mobility penalty.

### Willpower

Willpower

### Intimacies

Intimacies

### Social Combat

| Join Debate    | 7     | Dodge MDV | 5                   |
|----------------|-------|-----------|---------------------|
| Attack         |       |           |                     |
| Presence       | 4     | 4         | 2                   |
| Performance    | 6     | 2         | 1                   |
| Investigation  | 5     | 5         | 3                   |
| Common Actions | Speed | DV        | Common DV Modifiers |
| Join Debate    | 5     | None      | Appearance          |
| Attack         | Above | -2        | Motivation          |
| Monologue      | 3     | -2        | Virtue              |
| Miscellaneous  | 5     | -2        | Intimacy            |

### Arsenal

| Name   | Speed | Accuracy | Damage | Defence | Rate | Range | Tags  |
|--------|-------|----------|--------|---------|------|-------|-------|
| Punch  | 5     | +1       | 8      | +0      | 4    | B     | N     |
| Kick   | 5     | +0       | 7      | +3      | 7    | B     | N     |
| Clinch | 6     | +0       | 7      | +0      | 4    | B     | C,N,P |

### Panoply

| Name                         | Soak (B/L/A) | Hardness (B/L) | Mob. Pen. | Fatigue |
|------------------------------|--------------|----------------|-----------|---------|
| Natural Soak                 | 4            | 2              |           |         |
| Articulated Plate (Artifact) | +14          | +12            | +12       |         |
| Effective                    | 18           | 14             | 12        | 8       |

### Movement & Health

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

### Combat

| Join Battle            | 7 | Dodge DV | 4 | Knockdown | 5 | 7 | Stunning | 4 | 5 |
|------------------------|---|----------|---|-----------|---|---|----------|---|---|
| Order of Attack Events |   |          |   |           |   |   |          |   |   |
| Knockdown              |   |          |   |           |   |   |          |   |   |
| Stunning               |   |          |   |           |   |   |          |   |   |
| Common Actions         |   |          |   |           |   |   |          |   |   |

| Spirit Form       |               |
|-------------------|---------------|
| Strength          | ●●●○○○ ○○○○○○ |
| Dexterity         | ●●●○○○ ○○○○○○ |
| Stamina           | ●●●○○○ ○○○○○○ |
| Appearance        | ●●●●●● ○○○○○○ |
| Spirit Form: Loup |               |

Strength      ●●●●● ○○○○○ ○○○○○

Dexterity    ●●●●● ○○○○○ ○○○○○

Stamina      ●●●●● ○○○○○ ○○○○○

- \* Costs 5 motes to assume
- \* May automatically activate any Gift charms on assumption
- \* May regenerate lost limbs in War Form
- \* Does not automatically lose dying levels in War Form

| Gifts  |
|--|
| Third Eye, Night Vision, Claws, Prehensile Tail,<br>Gazelle's Pace |
| _____  |
| _____  |

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| Panoply                      |              |     |     |                |   |          |         |  |
|------------------------------|--------------|-----|-----|----------------|---|----------|---------|--|
| Name                         | Soak (B/L/A) |     |     | Hardness (B/L) |   | Mob.Pen. | Fatigue |  |
| Natural Soak                 | 5            | 2   |     | 0              | 0 |          |         |  |
| Articulated Plate (Artifact) | +14          | +12 | +12 | 8              | 8 | -0       | 1       |  |
|                              |              |     |     |                |   |          |         |  |
| Effective                    | 19           | 14  | 12  | 8              | 8 | 0        | 1       |  |

### Movement & Health

| Move | Dash | Jump (H/V) |   |
|------|------|------------|---|
| 5    | 11   | 16         | 8 |
| 4    | 10   | 14         | 7 |
|      |      |            |   |
| 3    | 9    | 12         | 6 |
| 1    | 7    | 8          | 4 |

Yards | Accounts for wound & mobility pen.

### Health Levels

|        |  |
|--------|--|
| -0     | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| -1     | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| -2     | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| -4     | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| Incap. | <div style="display: flex; align-items: center;"> <input type="checkbox"/> <div style="margin-left: 10px;"> <div style="border-bottom: 1px solid black; display: inline-block; width: 100px;"></div> <div style="margin-left: 5px; font-size: 0.8em;">Dying</div> </div> </div> <div style="display: flex; align-items: center; margin-top: 5px;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </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

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| Backgrounds                             |        |
|---|--------|
| Followers (Clan de la lune ardente)     | ●●●○○○ |
| Heart's Blood                           | ●●●○○○ |
| Solar Bond (Raneth de Foyer de Diamant) | ●●○○○○ |
| _____                                   | ○○○○○○ |
| _____                                   | ○○○○○○ |
| _____                                   | ○○○○○○ |
| _____                                   | ○○○○○○ |
| _____                                   | ○○○○○○ |

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| Languages             |
|-----------------------|
| Riverspeak, Skytongue |
|                       |
|                       |
|                       |

|                               | Generic Charms                   |                                  |                                  |                       |                       |                       |                                  |                       |                       |  |
|-------------------------------|----------------------------------|----------------------------------|----------------------------------|-----------------------|-----------------------|-----------------------|----------------------------------|-----------------------|-----------------------|--|
|                               | Strength                         | Dexterity                        | Stamina                          | Charisma              | Manipulation          | Appearance            | Perception                       | Intelligence          | Wits                  |  |
| Flawless (Attribute) Focus    | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/> |  |
| Instinctive (Attribute) Unity | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> |  |
| First (Attribute) Excellency  | <input checked="" type="radio"/> | <input checked="" type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> |  |

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