	Personal I	nformation			Essence	
Rules: 1st Edition / Core rule	es	Player:			000	00
Concept:		Caste:		Personal Pool	6 Total /	Available
Nature:				Peripheral Pool	18 Total /	Available
Attribut		Virtues			Anima	
Strength	0000000	·	nperance		Mark to glow brightly (1 me o glow bright enough to re	
Dexterity	0000000				arby gateways (1 mote)	sad by (1 mole)
Stamina	•0000000	Conviction	Valor	•		
Charisma	0000000					
Manipulation	●0000 00 ●0000 00			Motes Banner	Flare	Stealth
Appearance		Paradox			lark glitters	Normal
Perception	0000000				lark burns lightly lark burns clearly	Normal +2 in dark
Intelligence	●0000 00 ●0000 00	Current Effects:		11-15 Soft Hal		Impossible
Wits	•0000000	See pages 215 - 219 for full rules		16+ Burning	Halo	Impossible
Abilitie		Willnewer			Merits & Flaws	
_		Willpower			Ments & Flaws	
☐ Endurance	00000 00					
Ride Sail	00000000					
Survival	0000000					
☐Thrown	0000000	Notes				
☐ Craft	0000000					
	0000000					
Dodge ☐ Linguistics	●0000000					
^Ø □ Performance	0000000					
Socialize	●000000		۸۳۵۵	an al		
□Archery	•000000	Name	Arse Speed Accuracy		Defence Rate Rar	nge Tags
_ ′	0000000	Punch	2 +0 0	+0 1 B	+0 0 Nate Kai	nge rags
₩ □ Brawl Melee	0000000	Kick	-1 -1 0	+2 3 B	-1 0	
Presence	0000000	Clinch	2 +0 0	+2 3 B		
Resistance	0000000	Hold	2 +0 0			
☐ Investigation	0000000					╡
್ಞ + □ Larceny	0000000					╡
± + □ Larceny □ Lore	•••00 00					╡
Occult	●●○○○ ○○ ●○○○○ ○○					=
+ ☐ Stealth						
+ ☐ Athletics	0000000		Pano	anly.		
Sharpeness Bureaucracy Bureaucracy	••000 00 ••000 00	Name	Soak (E	•	Hardness (B/L) Mob	.Pen. Fatique
☐ Martial Arts	••000000	Natural Soak		0	Traidiness (B/L)	cii. Taugue
☐ Medicine	0000000					
Crafts	,					
Craft - Generic Craft	0000000	Total	1		0 0	0 0
	_0000000		Close	Combat	Range	
	_00000000		Mayanan	9 Haalth		
	_0000000	Movo Pun Comint Health	Movement		Pulos	
	_0000000	Move Run Sprint Health 5 13 23 -0			Rules Health: Bashing damage h	
	_00000000	4 9 16 -1			per 3 hours. Lethal damage h -0 = 6 hours; -1 = 2 days; -2 = week; Incapacitated = 1 week	4 days; -4 = 1
	_00000000				times if not resting. Aggravate at the same rate as lethal but	d damage heals
	_00000000	3 5 9 -2			magically. Death and Dying: If characteristics and the same rate as lettral but magically.	
					by Lethal or Aggravated suffe they lose one Dying level per	r further damage,
Specialties		Apply Mobility Penalties Incap		Dying	◆ Marking Damage: ☐ Bashing ☐ Lethal ☐ ☐	
000		лургу посынку генашев ППСАР				
	000		Com	bat		
000		Base Initiative 2	Dodge Pool 0	Knockdown	1 1 Stunning	1 1 5
	000		-Mob.Pen			old / Pool / Duration
	000	Combat Sequence 1. Attack Roll	Knockdown		Stunning	
	000	Subtract Penalties Defence Roll Determine Damage	Characters are knocked d more raw damage than th	eir Knockdown	Characters who suffer mor damage than their Stun Th	reshold in a
	000	5 Check for Knockdown	Threshold. Roll Knockdow avoid. Rising from prone r Prone characters are at -2	equires an action.	single blow must make a re (difficulty equals damage - stunned for a number of tu	Stamina) or be
	000	6. Apply Soak 7. Roll Damage 8. Apply Damage	an action is spent standing	g up.	stun duration. Stunned cha dice to all dice pools.	racters are at -2
+ : This ability is commonly affected by	y mobility penalty.	9. Check for Stun	Full combat rules on page	s 226-241.	l L	

	College	es	Resplendent Destiny	Resplendent Destiny
	☐ The Captain	0000000	College:	College:
S			Name:	Name:
ey	☐ The Gull	0000000	Effect Dice:	Effect Dice:
Journeys	☐ The Mast	0000000	Duration:	Duration:
응	☐ The Messenger	0000000	Effects:	Effects:
	☐ The Ship's Wheel	0000000	2110000.	
	☐ THE Ship's Wheel	0000000		
	☐ The Ewer	0000000		
Φ	☐ The Lovers	0000000		
l ji			Trappings:	Trappings:
Leisure	☐ The Musician	0000000	парріпдз.	парріпдз.
-	☐ The Peacock	0000000		
	☐ The Pillar	0000000		
	☐ The Banner	0000000		
١.	☐ The Gauntlet	0000000		
War	☐ The Quiver	0000000		
>	_ : ::: :		Resplendent Destiny	Resplendent Destiny
	☐ The Shield	0000000	College:	College:
	☐ The Spear	0000000	Name:	Name:
	П "	0000000	Effect Dice:	Effect Dice:
l	The Guardians	0000000	Duration:	Duration:
Secrets	☐ The Key	0000000	Effects:	Effects:
ecr	☐ The Mask	0000000	Lifetis.	Lileoto.
Ñ	☐ The Sorcerer	0000000		
	☐ The Treasure Trove	0000000		
	☐ The Corpse	0000000	Trappings:	Trappings:
S	•		mappings.	
Endings	☐ The Crow	00000 00		
ndi	☐ The Haywain	0000000		
ш	☐ The Rising Smoke	0000000		
	☐ The Sword	0000000		
	Li Trie Sword	0000000		
	Astrolog	ay .	Resplendent Destiny	Resplendency Paradox Dice
, T	Planning Phase		College:	Every out-of-character act: 1
	Plan Destinies		Name:	Every month you live in a location where you've had a
	Compute Horoscopes		Effect Dice:	dozen known resplendent destinies in the last decade: 1
	Ritual Behaviour			· ·
			Duration:	Character wearing a resplendent destiny activates anima banner
2	2. Prayer Phase		Effects:	
	Create Petition			at the 4-7 level or above: 1
	Cosignatures			at the 8-10 level or above: 1
	•			
	Countersignatures			Confusing meeting as the Exalted self with someone
	Lengthy Prayer			you've had contact with as a resplendent destiny: 1
			Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with
	Lengthy Prayer Prayer Roll		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent
3	Lengthy Prayer Prayer Roll 3. Effect Phase		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2
3	Lengthy Prayer Prayer Roll B. Effect Phase Multiple Sidereals		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny
3	Lengthy Prayer Prayer Roll 3. Effect Phase		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1
·	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny
	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect		Trappings:	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1
	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox	ate		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2
	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F		Trappings: Acquaintances/Familiars	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing
• +	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Pre	esence, Socialize or		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance:
• + Lard	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace	esence, Socialize or de. Bonus does not apply		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary
+ + Lard	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific per	esence, Socialize or de. Bonus does not apply rson.		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance:
+ + Lard whee	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3. dice to all Performance, Preseny pools used to masquerace in impersonating a specific per the difficulty of Intelligence + L	esence, Socialize or de. Bonus does not apply rson.		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary
◆ + Lard whee ◆ T is all	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + Leways 1.	esence, Socialize or de. Bonus does not apply rson. .arceny rolls for disguise		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
+ + Larc whee + T is all + A	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perfice difficulty of Intelligence + Leways 1. Additional +3 dice to disguise a	esence, Socialize or de. Bonus does not apply rson. .arceny rolls for disguise		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary
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	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Pre eny pools used to masquerace in impersonating a specific pee the difficulty of Intelligence + L ways 1. additional +3 dice to disguise a tiny. 3 dice penalty on rolls to build	de. Bonus does not apply reson. Larceny rolls for disguise as a donned resplendent		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
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+ + Lard whee + T is all + A desire + -: love + M	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific per the difficulty of Intelligence + L ways 1. dditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build . Mortals suffer -3 dice for rolls to	seence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or o spot the Sidereal.		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
 + + Lard whee T is all A dest -: love M C 	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific per the difficulty of Intelligence + L wdys 1. dditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build . Mortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
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+ + + Larc whee + T is al + A dest + love + M + C Side	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perfect difficulty of Intelligence + Leways 1. Additional +3 dice to disguise a siny. 3 dice penalty on rolls to build fortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (diereal. Rolls are made after 1 tu	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
+ + + Larc whee + T is al + A dest + love + M + C Side	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + L ways 1. diditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build chortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di preal. Rolls are made after 1 to 1 week, 1 month, 1 season a	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
+ + + Larc whee + T is al + A dest + love + M + C Side	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + L ways 1. diditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build chortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di preal. Rolls are made after 1 to 1 week, 1 month, 1 season a	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1	Acquaintances/Familiars	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
+ + + Larc whee + T is al + A dest + love + M + C Side	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + L ways 1. diditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build chortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di preal. Rolls are made after 1 to 1 week, 1 month, 1 season a	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1		you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
+ + + Larc whee + T is al + A dest + love + M + C Side	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + L ways 1. diditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build chortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di preal. Rolls are made after 1 to 1 week, 1 month, 1 season a	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1	Acquaintances/Familiars	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
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+ + + Larrowhere where + T is all + A desti	Lengthy Prayer Prayer Roll 3. Effect Phase Multiple Sidereals Roll for Effect Choose Effect Roll for Paradox Arcane F 3 dice to all Performance, Preseny pools used to masquerace in impersonating a specific perche difficulty of Intelligence + L ways 1. diditional +3 dice to disguise a tiny. 3 dice penalty on rolls to build chortals suffer -3 dice for rolls to others roll Wits + Occult - 3 (di preal. Rolls are made after 1 to 1 week, 1 month, 1 season a	esence, Socialize or de. Bonus does not apply rson. arceny rolls for disguise as a donned resplendent relationships, trust or pospot the Sidereal. ff. 1) to remember the urn, 1 minute, 1 hour, 1	Acquaintances/Familiars	you've had contact with as a resplendent destiny: 1 • Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2 and they conclude you're one resplendent destiny imitating another: +1 and they conclude you're a supernatural being: +2 Standing Allegiance: Salary Celestial Manse
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Backgrounds	Possessions	Languages
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Name	Cost	Туре	narms Duration	Details (Keywords, Targets)	Source
Name	Cost	туре	Duration	Details (Reywords, Targets)	Source
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