

Severin

Concept: _____ Caste: Dawn Rules: 2nd Edition
 Motivation: Become a legend known throughout Creation
 Age: 0 Sex: _____ Hair Color: _____ Skin Tone: _____ Eye Color: _____
 Totemic Anima: _____

Essence

Personal Pool 22 (22) Total / ___ Available
 Peripheral Pool 49 (49) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□ □ □ □ □ □ □ □ □ □
Berserk Anger: Someone belittles, taunts or angers the character

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

Melee - Scythe ●●●●●
 Integrity - Persuasion ●●●●●
 Presence - Persuasion ●●●●●
 Dodge - Unarmed ●●○○○
 Dodge - Melee ●●○○○

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

Willpower

● ● ● ● ● ● ● ● ● ●
 □ □ □ □ □ □ □ □ □ □

Intimacies

Family, Cinder, Shaylee, Havenwell, Hate: Undead (Righteous Lion)

Social Combat

Join Debate **8** Dodge MDV **9**

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

Common Actions	Speed	DV	Common DV Modifiers
Action	Source	Modifier	
Join Debate	5	None	Appearance
Attack	Above	-2	Motivation
Monologue	3	-2	Virtue
Miscellaneous	5	-2	Intimacy
			Difference
			+/- 3
			+/- 2
			+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	11	+0	5	B	+2 6 3 N
Kick	5	+0	10	+3	8	B	-2 4 2 N
Clinch	6	+0	10	+0	5	B	+0 5 1 C,N,P

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	8 8	1 1		
Total	8 8	1 1	0	0

Close Combat Range

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
5	11	20 10	-0
4	10	18 9	-1
3	9	16 8	-2
1	7	12 6	-4

Subtract Mob. Pen. Twice for h. jump. Incap.

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

Combat

Join Battle **8** Dodge DV **7** Knockdown **10 10** Stunning **5 10**
 Threshold / Pool Threshold / Pool

Order of Attack Events	Knockdown	Stunning	Common Actions
1. Declare Attack	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.	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 3 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.

Backgrounds

Resources	●●●○○○
Artifact (Scythe)	●●●○○○
Familiar (Cinder)	●●●●●○
_____	○○○○○○○
_____	○○○○○○○
_____	○○○○○○○
_____	○○○○○○○
_____	○○○○○○○

Possessions

Languages

Riverspeak, Seatongue, Low Realm

Experience

952 total - 951 spent = 1 banked

Generic Charms

	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	○	●	●	○	●	●	○	●	●	●	○	●	○	○	○	●	○	○	○	○	○	○	○	○	○
Second (Ability) Excellency	○	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Third (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Infinite (Ability) Mastery	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
(Ability) Essence Flow	○	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Divine Transcendence of (Ability)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Supreme Perfection of (Ability)	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Divine Transcendence of (Ability)	-	Permanent	Permanent	Reduces prereq Ability & Essence ratings by 1.	S:Err
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
Supreme Perfection of (Ability)	-	Permanent	Permanent	Reduced Excellency cost with Essence Flow.	S:Err
Melee					
Peony Blossom Attack	3 m	Simple (5, -1)	Instant	Obvious, Combo-OK	S:Err
Iron Raptor Technique	2 m or 4 motes	Simple (5, -1)	Instant	Combo-OK, Obvious	Ex2, 192
One Weapon, Two Blows	3 m	Reflexive (1)	Instant	Combo-OK, Martial: Martial Arts	Ex2, 191
Call the Blade	- 1 mote	Permanent	Instant	Obvious, Merged	Ex2, 191
Iron Whirlwind Attack	5 m, 1 wp	Extra Action	Instant	Obvious, Combo-OK	Ex2, 191
Flashing Edge of Dawn	-	Permanent	Permanent	-	G:UCS, 22
Hungry Tiger Technique	1 m	Supplemental	Instant	Combo-OK	Ex2, 190
Summoning the Loyal Steel	1 m	Simple (3, -1)	Indefinite	Combo-OK, Merged	Ex2, 192
Glorious Solar Saber	3 m or 5, 1 wp	Simple	One scene	Combo-OK, Holy, Obvious	Ex2, 192
Integrity					
Righteous Lion Defense	None	Permanent	Permanent	-	Ex2, 199
Elusive Dream Defense	5 m	Reflexive	Instant (Story)	Combo-OK, Social	Ex2, 200
Temptation-Resisting Stance	6 m	Reflexive (2)	One scene	Combo-OK, Social, Stackable	Ex2, 200
Shedding Infinite Radiance	None	Permanent	Permanent	Mirror	G:UCS, 37
Resistance					
Invincible Essence Reinforcement	None	Permanent	Permanent	Stackable	IMB, 8
Durability of Oak Meditation	3 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
Spirit Strengthens The Skin	1 m per pre-soak damage die removed	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207
Ox-Body Technique (4x)	None	Permanent	Permanent	Stackable	Ex2, 208
Whirlwind Armor-Donning Prana	1 m	Simple	Instant	Combo-OK	Ex2, 205
Iron Skin Concentration	2 m	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207
Body-Mending Meditation	10 m	Supplemental	Until day ends	Combo-OK	Ex2, 208
Essence-Gathering Temper	None	Permanent	Permanent	Native, Dawn, Overdrive	S:Err
Hauberk-Lightening Gesture	1 m	Simple (3, -1)	Indefinite	Combo-OK, Obvious	Ex2, 205
Survival					
Bestial Traits Technique	10 m, 2 wp	Simple (DA, -1)	One week	Obvious, Touch, Training	Ex2, 210
Friendship with Animals Approach	3 m	Reflexive (1/2)	One scene	Combo-OK	Ex2, 209
Element-Resisting Prana	None	Permanent	Permanent	-	Ex2, 210
Food-Gathering Exercise	3 m	Simple (5 LT, -1)	Instant	Combo-OK, Mirror	Ex2, 210
Hardship-Surviving Mendicant Spirit	10 m	Reflexive	Indefinite	Combo-OK	Ex2, 210
Spirit-Tied Pet	10 m, 1 wp, 1 permanent xp	Simple (DA, -1)	Instant	Combo-OK, Touch	Ex2, 209
Steadfast Elemental Emperor Stance	None	Permanent	Permanent	Mirror	G:UCS, 28
Eternal Elemental Harmony	None	Permanent	Permanent	-	Ex2, 210
Investigation					
Judge's Ear Technique	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 213
Occult					
Spirit-Cutting Attack	1 m	Supplemental	Instant	Combo-OK, Dawn, Obvious	Ex2, 221

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Occult					
Spirit-Detecting Glance	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 221
Athletics					
Glorious Temple Body	None	Permanent	Permanent	Mirror	IMB, 8
Increasing Strength Exercise	3 m per point	Simple	One scene	Combo-OK, Dawn, Obvious, Stackable	Ex2, 225
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Lightning Speed	3 m	Reflexive	One scene	Combo-OK, Dawn	Ex2, 224
Spider-Foot Style	4 m	Reflexive	One scene	Combo-OK, Obvious	Ex2, 225
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
Dodge					
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
Seven Shadow Evasion	3 m	Reflexive (2)	Instant	Combo-OK, Dawn, Obvious	Ex2, 227
Reflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK, Dawn	Ex2, 227
Reed in the Wind	None	Permanent	Permanent	-	IMB, 8
Linguistics					
Sagacious Reading of Intent	3 m	Reflexive (2)	Instant	Combo-OK, Social	Ex2, 233
Ride					
Single Spirit Method	None	Permanent	Permanent	-	Ex2, 235
Sometimes Horses Fly Approach	5 m, 1 wp	Simple	One hour	Combo-OK, Touch	Ex2, 236
Master Horseman's Techniques	None	Permanent	Permanent	Harmony of Spirits Style	Ex2, 234
Worthy Mount Technique	None	Permanent	Permanent	-	Ex2, 234
Flashing Thunderbolt Steed	5 m, 1 wp	Simple	One day	Combo-OK, Touch	Ex2, 236
Horse Skids Trick	3 m	Reflexive	Instant	Combo-OK, Mount (Mundane)	IMB, 20
Immortal Rider's Advantages	None	Permanent	Permanent	Mirror, Mount (Mundane), Native	IMB, 20
War					
Mob-Dispersing Rebuke	7 m, 1 wp	Simple (3 LT, -1)	Instant	Combo-OK, War	Ex2, 197
Fury Inciting Presence	10 m, 1 wp	Simple (5 LT, -1)	One scene	Combo-OK, Obvious	Ex2, 197
Heroism-Encouraging Presence	5 m or 5m, 1wp	Reflexive	One scene	Combo-OK, Obvious, War	Ex2, 197
Tiger Warrior Training Technique	10 m, 2 wp	Simple (DA, -1)	One week	Obvious, Touch, Training	Ex2, 198
Rout-Stemming Gesture	4 m, 1 wp	Reflexive	Until next action	Combo-OK, Obvious, War	Ex2, 197
(Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242
Armor-Shattering Strike	4 m	Supplemental	Instant	Combo-OK, Mirror, Obvious, Shaping	G:UCS, 20
Solar Hero Form	6 m	Simple	One scene	Obvious, Enhanced, Form	Ex2, 242
Dragon Coil Technique	3 m	Reflexive (1)	Until next action	Combo-OK, Enhanced	Ex2, 242
Sledgehammer Fist Punch	3 m	Reflexive	Instant	Obvious, Combo-OK, Enhanced, Martial-ready: Melee	Ex2, 242