

Ral Zarek

Concept: Vedec Prukopnik Caste: Defiler Rules: 2nd Edition
 Motivation: Create own creation
 Age: 25 Sex: Male Hair Color: Black Skin Tone: White Eye Color: White
 Totemic Anima: _____

Essence

Personal Pool 14 (14) Total / ___ Available
 Peripheral Pool 35 (35) Total / ___ Available

Attributes

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

Virtues

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

Urge

Urge: Urge to fit in

Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the nearest entrance to Hell (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

Slayer
 Archery ○○○○○○ ○○○○○○
 Martial Arts ●●●○○○ ○○○○○○
 Melee ○○○○○○ ○○○○○○
 Thrown ○○○○○○ ○○○○○○
 War ○○○○○○ ○○○○○○

Malefactor
 Integrity ●○○○○○ ○○○○○○
 Performance ○○○○○○ ○○○○○○
 Presence ○○○○○○ ○○○○○○
 Resistance ●●○○○○ ○○○○○○
 Survival ●○○○○○ ○○○○○○

Defiler
 Craft ●●●○○○ ○○○○○○
 Investigation ●●●○○○ ○○○○○○
 Lore ●●●○○○ ○○○○○○
 Medicine ●●●○○○ ○○○○○○
 Occult ●●●○○○ ○○○○○○

Scourge
 Athletics ●○○○○○ ○○○○○○
 Awareness ○○○○○○ ○○○○○○
 Dodge ●●●○○○ ○○○○○○
 Larceny ○○○○○○ ○○○○○○
 Stealth ○○○○○○ ○○○○○○

Fiend
 Bureaucracy ○○○○○○ ○○○○○○
 Linguistics ●○○○○○ ○○○○○○
 Ride ●○○○○○ ○○○○○○
 Sail ○○○○○○ ○○○○○○
 Socialize ○○○○○○ ○○○○○○

Crafts

Craft - Air ○○○○○○ ○○○○○○
 Craft - Earth ○○○○○○ ○○○○○○
 Craft - Fire ○○○○○○ ○○○○○○
 Craft - Water ○○○○○○ ○○○○○○
 Craft - Wood ○○○○○○ ○○○○○○
 Craft - Vitriol ○○○○○○ ○○○○○○
 Craft - Genesis ●●●○○○ ○○○○○○

Specialties

Resistance - Resist Disease ●●○○
 Survival - Desert ●○○○
 Craft - New Species ●○○○
 Medicine - Infection ●○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●○○○○○○○○

Intimacies

Social Combat

Join Debate **3** Dodge MDV **4**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	4	2	1
Performance	6	4	2	1
Investigation	5	7	4	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	6	+0	2	B	+2 4 3 N
Kick	5	+0	5	+3	5	B	-2 2 2 N
Clinch	6	+0	5	+0	2	B	+0 3 1 C,N,P

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3 1			
Total	3 1 0	0 0	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
2	8	6 3	-0
1	7	4 2	-1
1	6	2 1	-2
1	4	0 0	-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 **3** Dodge DV **5** Knockdown **5 5** Stunning **3 5**

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.	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.

