

Triumphant Sunrise

Rules: 2nd Edition

Concept: Aspiring Champion of War

Motivation: Becoming the greatest Warmaster in the East and crushing the Realm

Player: _____

Caste: Dawn

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 ●●●○○○
 □□□□□

Virtue Flaw

□□□□□□□□□□

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 ●●●○○○○○
 ■ Martial Arts ●●○○○○○○
 ■ Melee ●●●○○○○○
 ■ Throw ●●○○○○○○
 ■ War ○○○○○○○○
 Zenith
 □ Integrity ○○○○○○○○
 □ Performance ○○○○○○○○
 □ Presence ○○○○○○○○
 ■ Resistance ●●●○○○○○
 ■ Survival ●●●○○○○○
 Twilight
 □ Craft ○○○○○○○○
 □ Investigation ○○○○○○○○
 □ Lore ○○○○○○○○
 □ Medicine ●○○○○○○○
 □ Occult ○○○○○○○○
 Night
 + □ Athletics ●●●○○○○○
 ■ Awareness ●●●○○○○○
 + ■ Dodge ●●●○○○○○
 + □ Larceny ○○○○○○○○
 + ■ Stealth ●●●○○○○○
 Eclipse
 □ Bureaucracy ○○○○○○○○
 □ Linguistics ●○○○○○○○
 + □ Ride ●●●○○○○○
 □ Sail ○○○○○○○○
 □ Socialize ○○○○○○○○

Willpower

●●●●○○○○○○
 □□□□□□□□

Intimacies

Against the Realm, Defending Mestona

Social Combat

Join Debate 5 Dodge MDV 4

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

Common Actions Action Speed DV
 Join Debate 5 None
 Attack Above -2
 Monologue 3 -2
 Miscellaneous 5 -2

Common DV Modifiers Source Modifier
 Appearance Difference
 Motivation +/- 3
 Virtue +/- 2
 Intimacy +/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	7	+0	4	B	+2 4 3
Kick	5	+0	6	+3	7	B	-2 2 2
Clinch	6	+0	6	+0	4	B	+0 3 1

Panoply

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

Close Combat Range

Movement & Health

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

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 5 Dodge DV 5 Knockdown 6 7 Stunning 3 6

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 non-reflexive physical rolls.	Action Speed DV Pen Join Battle Varies None Ready Weapon 5 -1 Physical Attack Varies -1 Coordinate Attack 5 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.

Crafts

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

Specialties

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Inspired by Voidstate
<http://www.voidstate.com>

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