

## Wandering Cloud

Rules: 2nd Edition  
 Concept: Traveller  
 Motivation: Travelling everywhere there is to travel

Player: \_\_\_\_\_  
 Caste: Eclipse

## Essence

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Personal Pool 15 (15) Total / \_\_\_ Available  
 Peripheral Pool 36 (36) Total / \_\_\_ Available

### Attributes

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

### Virtues

Compassion ●●●○○○  
 Temperance ●○○○○○  
 Conviction □□□□□  
 Valor ●●●○○○  
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### Virtue Flaw

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### 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 ●●●○○○  
 Thrown ○○○○○○  
 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 ●●●○○○

### Crafts

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

### Specialties

\_\_\_\_ ○○○○  
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+ : This ability is commonly affected by mobility penalty.

### Willpower

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### Intimacies

Exploration, Freedom, Comraderie

### Social Combat

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

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

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

### Arsenal

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

Close Combat  Range

### Movement & Health

Move	Dash	Jump (H/V)	Health Levels
2	8	14 7	-0 □□□□□□□□
1	7	12 6	-1 □□□□□□□□
1	6	10 5	-2 □□□□□□□□
1	4	6 3	-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 **4** Knockdown **7 7** Stunning **3 7**

-Mob.Pen Threshold / Pool Threshold / Pool

Order of Attack Events	Knockdown	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 non-reflexive physical rolls.	Action Speed DV Pen
2. Declare Defence		Join Battle Varies None
3. Attack Roll		Ready Weapon 5 -1
4. Attack Reroll		Physical Attack Varies -1
5. Subtract Penalties/Apply Defenses		Coordinate Attack 5 None
6. Defence "Reroll"		Aim 3 -1
7. Calculate Raw Damage		Guard 3 None
8. Apply Hardness & Soak, Roll Damage		Move 0 None
9. Counterattack		Dash 3 -2
10. Apply Damage, Knockdown & Stunning		Miscellaneous 5 Varies
Full combat rules on pages 140-158.		Jump 5 -1
		Rise from Prone 5 -1
		Inactive 5 Special

**Knockdown**  
 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.

