

Okome

Concept: mediant beastmaster
 Motivation: Heal the spirit of the broken Second Age
 Age: 42 Sex: Male Hair Color: Bald Skin Tone: Tanned Eye Color: Gray
 Caste: Zenith
 Totemic Anima: Tyrant Lizard

Essence

Personal Pool 20 (20) Total / ___ Available
 Peripheral Pool 43 (43) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

Heart of Flint

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

Integrity - raksha charms ●●●○
 Survival - going without food ●●○○
 Survival - going without sleep ●○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

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

Willpower

●●●●●●●●○○○○
 □□□□□□□□□□

Intimacies

The creatures of the West (0/5), The infirm (0/5)

Social Combat

Join Debate 8 Dodge MDV 8 9
 Normal / raksha charms

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

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

Arsenal

| Name | Speed | Accuracy | Damage | Defence | Rate | Range | Tags |
|------------------------------|-------|----------|--------|---------|------|-------|-------|
| Punch | 5 | +1 | 8 | +0 | 2 | B | N |
| Kick | 5 | +0 | 7 | +3 | 5 | B | N |
| Clinch | 6 | +0 | 7 | +0 | 2 | B | C,N,P |
| Slayer Khatar (Martial Arts) | 5 | +0 | 7 | +2 | 4 | L | M |

Panoply

| Name | Soak (B/L/A) | Hardness (B/L) | Mob. Pen. | Fatigue |
|-----------------------------------|--------------|----------------|-----------|---------|
| Natural Soak | 5 | 2 | | |
| Reinforced Buff Jacket (Artifact) | +12 | +9 | +9 | 6 |
| Effective | 17 | 11 | 9 | 6 |

Movement & Health

| Move | Dash | Jump (H/V) | Health Levels |
|------|------|------------|---------------|
| 1 | 7 | 6 | 3 |
| 1 | 6 | 4 | 2 |
| 1 | 5 | 2 | 1 |
| 1 | 3 | 0 | 0 |

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 5 Knockdown 9 9 Stun 5 9
 Threshold / Pool Threshold / Pool

| 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. | 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.

