Soul of the Waves

Rules: 2nd Edition
Player: _____
Concept: Friendly Captain
Motivation: Meet exciting new friends

Experience

0 total - 0 spent = 0 banked

Attributes

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

Virtues

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

Languages

High Realm, Seatongue, Old Realm, Riverspeak
_____
_____

Backgrounds

Familiar	●●●○○
Allies	●○○○○
Resources	●●●○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Abilities

War

□ Archery	○○○○○
+ □ Athletics	○○○○○
□ Awareness	●○○○○
+ □ Dodge	●●●●○
□ Integrity	●○○○○
■ Martial Arts	●●●●●
□ Melee	○○○○○
□ Resistance	●●○○○
□ Thrown	○○○○○
□ War	○○○○○

Life

□ Craft	○○○○○
+ □ Larceny	○○○○○
□ Linguistics	●●●○○
□ Performance	●○○○○
□ Presence	●●●○○
+ □ Ride	○○○○○
□ Sail	●●●●○
□ Socialize	●●●●○
+ □ Stealth	○○○○○
□ Survival	●○○○○

Wisdom

□ Bureaucracy	●○○○○
□ Investigation	○○○○○
□ Lore	○○○○○
□ Medicine	○○○○○
□ Occult	○○○○○

Crafts

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

Specialties

_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●●●●●○○
□□□□□□□□□□

Intimacies

Soothing Waves Monastery, Emerald Point Villagers, Waverider (ship), Pirates (Hatred), (Familiar)
_____
_____
_____

Social Combat

Join Debate **4**   Dodge MDV **5**

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

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	9	+0	2 B	+2	5	3	N
Kick	5	+0	8	+3	5 B	-2	3	2	N
Clinch	6	+0	8	+0	2 B	+0	4	1	C,N,P
_____									
_____									
_____									

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob.Pen.	Fatigue
Natural Soak	2	0					
Total	2	0	0	0	0	0	0

Close Combat [ ]   Range [ ]

Movement & Health

Move	Dash	Jump (H/V)		Health Levels
3	9	4	2	-0 □□□□□□□□□□
2	8	2	1	-1 □□□□□□□□□□
				□□□□□□□□□□
1	7	0	0	-2 □□□□□□□□□□
				□□□□□□□□□□
1	5	0	0	-4 □
				Dying _____
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 **4**   Dodge DV **3** -Mob.Pen   Knockdown **4** **5** Threshold / Pool   Stunning **2** **4** Threshold / Pool

Order of Attack Events

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

Full combat rules on pages 140-158.

Knockdown

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.

Stunning

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.

Common Actions

Action	Speed	DV Pen
Join Battle	Varies	None
Ready Weapon	5	-1
Physical Attack	Varies	Varies
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