

## ESSENCE

PERSONAL ESSENCE  Essence + Willpower + Breeding Bonus	ANIMA EFFECTS	
Anima Pow  Available  PERIPHERAL ESSENCE  [Essence x 4] + Willpower + Sum of two highest virtues + Breeding Bonus  Available  Available	Strenuous Activity: none Additional Mote Recovery:  At ease: 4m/hour Totally Relaxed: 8m/hour	
	SOCIAL CONFLICT	
SOCIAL ATTACKS Speed Rate  Presence 4 Attack Excl. 2 JOIN DEBATE  Performance 6 I NATURAL DAMAGE Cha. + S  NATURAL SOAK  All attacks take a dice bonus or penalty equal to the difference between the attacker's Appearance and the Defender's Temperance.	Excl.   DODGE MDV	s in Social lict: lare Attack clare Defense ack roll ack reroll otract penalties/ oly defenses rense reroll ulate Raw Damage oly Soak/Roll Damage unterattack oly effects
BACKGROUNDS		
SOLO UNIT	EXPERIENCE	
ENDURANCE Sta. + Res. (Dex.)x100  Apply target unit's magnitude as an external penalty to all attacks.  Upon each succesful attack roll (Charisma + War) against a difficulty of your Armour's fatigue value, on failure lose a dat of Endurance. A character with no remaining endurance has a -2 penalty on all actions.	TOTAL BANKED SI  INCREASE: Attribute, Rx4: Favoured or Aspect  NEW: Ability, 3; Seecie	Iity, 3; Aspect Charm, 10; tid M.A. Charm, 12 (15 if or Favoured);