NAME	THE DAWNLINE THE
VILLAGE LINEAGE	Role
HIT POINTS / MAX / WILLPOWE	er/Max / Initiative
COMBAT SKILLS CUT PARRY SHOOT DODGE SUPERNATURAL RESIST GEAR	EXPLORATION SKILLS  Anscience Blood Lore Know the Dark Mortal Thoughts Senses Skulk Trek
GEAR	Supply Items
EFFECTS CONFIDENT (2 SP): GAIN A WILL POINT.	PRIORITY ACTIONS
Vicious (1 SP): Deal +1 Damage	Conditions Worksheet
Unexpected Boon (3 SP): The GM escalates in your favor. This may involve giving you a beneficial Condition, tilting a situation so that it benefits the PCs, or providing you with a useful piece of lore. You are allowed to suggest specific Conditions, changes to situations, or lore details, and the GM is encouraged to accept these suggestions. You may only get one boon per Fate Check.	Death Fatigue / 6
	When Does This Condition Activate And/Or Lose A Stack?
ý	START OF THE TURN: ACID, AEGIS, BLEED, POISONED, REGENERATOR, SHROUDED, TRICKLE CHARGE
V	End of the Turn: Burning, Ravenous  Never: Death Fatigue, Disoriented, Exhausted, Frightened, Thunderclap

NAME		THE DA	WNLINE TO
VILLAGE	Lineage	Role	
————ROLE ABILITIES			
POWERS			
Character Creation: Start with 6 Hit on the following of the Initiative. Next, pick a Lineage. Sallocate 14 points to Combat Skills and pick one piece of Gear and one Supply It	Points, 3 Willpower, and 1d6+3 I pend 3 points on your Lineage's	nitiative. Spend 8 points. 1 point = +3 H Powers and 2 points on any Powers. Nex	P, or +1 Willpower, tt, pick a Role. Now,

CONDITION	$\sqrt{S}$ all conditions last until the end of combat except Death Fatigue and Exhausted.
ACID	At the start of your turn, lose 2 Hit Points. If you have Aegis stacks, lose 2 of those instead.
AEGIS	When taking damage from an attack, reduce that damage by your current Aegis stacks.  At the start of your turn, lose 1 stack of Aegis.
BLEED	At the start of your turn, lose one Hit Point per stack of Bleed. Then lose one stack of Bleed.
BURNING	At the end of your turn, lose 2 Regenerator stacks. If you have no Regenerator stacks to lose, take 1D6 damage.
	Any character may spend an Action to remove Burning from themselves or an ally.
DEATH FATIGUE	Lasts until removed. Any vampire who would gain a sixth stack of Death Fatigue dies on the spot (see the [Burning Out Bright] section for information about what this entails.)
	You suffer a -1 per stack penalty to Contributing during Downtime.
	Unless a Power, Item, Effect or other circumstance specifically says it removes or transfers Death Fatigue, it does not remove or transfer Death Fatigue.
	During the Prep phase of Downtime, you may spend your Village's Resources, one-for-one, to remove stacks of Death Fatigue.
DISORIENTED	You take a -1 per stack penalty to Parry/Dodge/Resist.
	During your turn, you may spend an Action to lose 2 stacks of Disoriented.
	Lasts until the start of Downtime.
EXHAUSTED	You take a -1 per stack penalty on all Fate Checks.
	Unless a Power, Item, Effect or other circumstance specifically says it removes Exhausted, it does not remove Exhausted.
FRIGHTENED	Whenever you have at least one stack of Frightened, any time you would spend Will Points, you must first spend Will Points equal to your number of Frightened stacks. If this would leave you without enough Will Points to activate a Power or ability, you may not activate that Power or ability.
	At any time during your turn, you may spend an Action to remove 2 stacks of Frightened.
POISONED	At the start of your turn, lose one Will Point per stack of Poisoned. Then lose 1 stack of Poisoned.
RAVENOUS	Whenever you would damage a target with an attack, add +1 per stack to that damage.
	At the end of your turn, lose I stack of Ravenous.
REGENERATOR	At the start of your turn, gain Hit Points equal to your current Regenerator stacks. Then lose 1
	STACK OF REGENERATOR.
	If you have Shrouded, enemies may not target you unless all members of your party have Shrouded. In that case, they may only target the member of your party that has the least stacks of Shrouded.
	Your allies may still target you with abilities despite your stacks of Shrouded.
	On any character's turn, they may spend an Action to remove 2 stacks of Shrouded from a Shrouded target. This ability may target characters with Shrouded.
	At the start of your turn, lose 1 stack of Shrouded. Lose a stack of Shrouded whenever you attack someone.
THUNDERCLAP	When you are attacked, your attacker immediately gains 5 stacks of the Disoriented Condition, then you lose this Condition.
TRICKLE CHARGE	AT THE START OF YOUR TURN, GAIN 1 WILL POINT. IF YOU HAVE THIS CONDITION WHEN COMBAT ENDS, YOUR WILL POINTS REFILL TO THEIR MAXIMUM.

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VILLAGE	THE DAWNLINE
Vampires	ARTIFACTS
RESOURCES  Sustenance / Sustenance Scouring: 1d6  Distance / Distance Scouring: 1d6  Morale / Morale Scouring: 1d6  Starting resource	
FACE DESCRIPTION	Face Description
CONSTRUCTION	Phases  1. Prep  2. Finish Construction  3. The Scouring  4. Advance or Contribute  5. Tinker With Artifacts  6. Begin Construction  7. The Mission

VILLAGE	THE DAWNLINE THE
QUALITIES	
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UNLOCKED GEAR HONED: DEAL +1 DAMAGE WITH CUT ATTACKS.	\(\lambda\)
Honed: Deal +1 damage with Cut attacks.  Calibrated: Deal +1 damage with Shoot attacks.  Venerated: Deal +1 damage with Supernatural attacks.	
VENERALED. DEAL 'I DAMAGE WITH SOLEKNATORAL ATTACKS.	! <b>!</b>
IINI OCKED SUBDI V ITEMS	); %
ENLOCKED BUFFLI TIEMS	
Bloodgourd: On your turn, you may recover 1d6-2 (minimum 1) Hit Points. You may do this three times per Scenario. Using the Bloodgourd does not cost an Action.	
Spare Ammo Bag: When making an attack, you may spend additional ammo or lob a small explosive to deal +2 damage if you hit. You must declare that you are using your Spare Ammo Bag before rolling. You may do this	
THREE TIMES PER SCENARIO.	

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