



Name: \_\_\_\_\_ Concept: \_\_\_\_\_

Player: \_\_\_\_\_ Aspect: \_\_\_\_\_

### Attributes

Strength \_\_\_\_\_ ○○○○○○ Charisma \_\_\_\_\_ ○○○○○○ Perception \_\_\_\_\_ ○○○○○○  
 Dexterity \_\_\_\_\_ ○○○○○○ Manipulation \_\_\_\_\_ ○○○○○○ Intelligence \_\_\_\_\_ ○○○○○○  
 Stamina \_\_\_\_\_ ○○○○○○ Appearance \_\_\_\_\_ ○○○○○○ Wits \_\_\_\_\_ ○○○○○○

### Abilities

<b>Air</b>			<b>Earth</b>			<b>Fire</b>			
<input type="checkbox"/> Linguistics _____	○○○○○	<input type="checkbox"/> Awareness _____	○○○○○	<input type="checkbox"/> Athletics _____	○○○○○	<input type="checkbox"/> Lore _____	○○○○○	<input type="checkbox"/> Dodge _____	○○○○○
<input type="checkbox"/> Occult _____	○○○○○	<input type="checkbox"/> Craft _____	○○○○○	<input type="checkbox"/> Melee _____	○○○○○	<input type="checkbox"/> Stealth _____	○○○○○	<input type="checkbox"/> Presence _____	○○○○○
<input type="checkbox"/> Thrown _____	○○○○○	<input type="checkbox"/> Integrity _____	○○○○○	<input type="checkbox"/> Socialize _____	○○○○○	<input type="checkbox"/> Resistance _____	○○○○○		
<input type="checkbox"/> War _____	○○○○○	<input type="checkbox"/> Survival _____	○○○○○						
<b>Water</b>			<b>Wood</b>			<b>Other</b>			
<input type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> Archery _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> Investigation _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Larceny _____	○○○○○	<input type="checkbox"/> Medicine _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Sail _____	○○○○○	<input type="checkbox"/> Performance _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> Ride _____	○○○○○	<input type="checkbox"/> _____	○○○○○
		<input type="checkbox"/> Survival _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> _____	○○○○○

### Essence

#### Anima Effects

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Personal: /

Peripheral: /

#### Anima Banner

#### Anima Banner Levels

**1 – 3 motes: Weak caste mark**  
Perception + Awareness to notice

**4 – 7 motes: Strong caste mark**  
Stealth at -2e difficulty

**8 – 10 motes: Mild aura**  
Stealth impossible  
Anima Flux: 1L/minute within Essence feet

**11 – 15 motes: Bonfire aura**  
Anima Flux: 1L/9 tick

**16+: Iconic aura**  
Fades then no peripherally essence used  
Anima Flux: 1L/tick - against Exalted too

### Advanced

#### Health Levels

-0i Bruised

-1i Hurt

-2i Wounded

-4i Crippled

Incapacitated

Dying

Healing Times, for each health level  
 Bashing: 3 hours per level  
 Lethal and Aggravated: -0: 6 hours, -1: 2 days,  
 -2: 4 days, -4 and incapacitated: 1 week  
 Dying: Losing one dying level per 5 ticks, can be saved with a  
 Wits + Medicine, diff: 5 + (number of dying levels lost)

#### Specialties

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### Social Traits

Dodge MDV:  
(Wp + Integrity + Essence + spe.) / 2

Join Combat:  
Wits + Awareness

Willpower: ○○○○○○○○○○○○  
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### Social Attacks

Ability	Speed	Acc (Cha / Man)	PMDV (Cha / Man)	Rate	Notes

### In Debate

#### Action Options (Speed / DV modifier)

- Attack (weapon/-2): Attack a target
- Coordinated Attack (5/-2): Charisma + Socialize, diff: number of participants / 2
- Dash (3/-3): Sprint: 10 \* (Dexterity + 6 - Armor mobility) meters per long tick
- Flurry (longest action/sum of defense penalties): Multiple actions
- Guard (3/none): Doing nothing, may be aborted
- Inactive (3/special): Social invulnerable
- Miscellaneous Action (5/-1 to -3): Do something else
- Monologue/Study (3/-2): +1D per long tick, may be aborted to attack
- Move (0/none): Move 10 \* (Dexterity - Armor mobility) meters per long tick

#### Additional

- Attack supporting/against an Intimacy: ±1 to DV
- Attack according to/opposed to dominating Virtue (rate 3+): ±2 to DV
- Attack aligned with/violates Motivation: ±3 to DV
- Appearance: (Defenders App - Attackers App) to DV (max ±3)
- If the attack violates Motivation: Must refuse to consent
- Natural persuasion: Can only spend 2 Willpower per scene, will become jaded and suspicious (attack automatically fails) – a stunt and new attack approach is needed for further attacks
- Unnatural persuasion: Exalted gain 1 point of Limit when resisting the attack
- Consent to the attack: Performing the behavior described in the initial attack
- Refuse to consent: Reflexively pay 1 Willpower point to resist.

### Effects of Social Attacks

- Building / Eroding Intimacies: Takes Conviction successful attacks, one per scenes to build or erode an Intimacy
- Compelling Behavior: Spend a scene doing a task, that do not go against Motivation
- Betray Motivation: Must be reduced to zero Willpower by attacks against Motivation, goes permanent Willpower + Essence days without gaining full Willpower.

### Virtues

Compassion ○○○○○ □□□□□	Temperance ○○○○○ □□□□□	Primary Virtue: _____	Limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Limit Break Condition: _____	
		Partial Control: _____	
		No Control: _____	

### Intimacies

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### Motivation





**Bashing Soak:**  
Stamina + Armor (B)

**Soak and Defense**

**Lethal Soak:**  
Stamina / 2 + Armor (L)

**Aggravated Soak:**  
Armor (L)

**Dodge DV:**  
(Dex. + Dodge + Essence + spe.) / 2

**Join Combat:**  
Wits + Awareness

**Move / Dash:**  
Dex. - armor mobility (+ 6)

**Weapons**

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

**Armor**

Armor	Type	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

**In Combat**

**Grappling (Clinch Attack)**

If clinch is successful victim is Inactive, attacker can choose to:

**Break hold:** Throw opponent up to Strength meters away – knockdown check. Or throw to the ground – prone. Or release the victim.

**Crush:** Strength + additional successes from attack, Piercing bashing.

**Hold:** Keep holding her opponent.

**On additional actions:** Opposed Strength or Dexterity + Martial Arts to control the clinch.

**Effects**

**Bleeding:** Stamina + Resistance.

Difficulty: 2 to stop bleeding

**Knock back:** 1 meter per 3 raw damage, will be prone

**Knockdown:** If raw damage > Stamina + Resistance, then: Dexterity or Strength + Athletics or Resistance.

Difficulty: 2, will be prone

**Stunned:** If damage > Stamina, then: Stamina + Resistance.

Difficulty: damage – stamina

**Special Attacks**

**Coup de Grace (-1e):** Maim instead of killing

**Disarming (-2e close or -4e range):** Reflexive Wits + Ability to hold on to weapon

**Fierce Blows (-1e):** +2 lethal or aggravated, or +3 bashing damage to target

**Pulling Blows (-1e):** Makes lethal or aggravated damage bashing

**Showing Off (-1e to -4e):** Make the 'Z' on an opponent

**Sweeping (-1e):** Target must test for knockdown

**Action Options (Speed / DV modifier)**

**Aim (5/-1):** +1D per tick, may be aborted to attack

**Attack (weapon/-1):** Attack a target

**Block Movement (5/-1):** Contested ([Strength or Dexterity] + Athletics), ties favor the blocker

**Change Weapon(s) (weapon/-1):** Speed of the slowest weapon

**Climb, Swim (3/-2):** Move: (Dex. - Armor mobility) / 2 meters per tick

**Coordinated Attack (5/-0):** Charisma + War, diff: number of participants / 2

**Dash (3/-2):** Sprint: Dex. + 6 - Armor mobility meters per tick

**Defend Another (5/-1):** Range: Dex. Meters. Dodge not usable.

Attack has to get through all DVs to a target or defender

**Flurry (longest action/sum of defense penalties):** Multiple actions

**Guard (5/none):** Doing nothing, may be aborted

**Inactive (5/special):** DV = 0

**Join Battle (varies/-0):** Wits + Awareness.

Speed: highest roll – own success. Max 6 ticks, min 0 ticks

**Jump (5/-1):** Up: Strength + Athletics meters. Ahead: 2 \* Up

**Miscellaneous Action (5/-1 to -3):** Do something else

**Move (0/none):** Move Dex. - Armor mobility meters per tick

**Read Strategy (5/-0):** Perception + War, diff: opponents (Manipulation + War) / 2

**Rising from prone (5/-1):** Will be at -1e when prone

**Range shooting (varies e):** x = weapon listed range.

Range: 0x -> 1x: -0e, 1x -> 2x: -1e, 2x -> 3x: -2e





### Languages

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### Charms

Charm	Cost	Duration	Type	Keywords	Effect

### Combos

Combo	Cost	Charms

### Sorcery

Sorcery	Cost	Duration	Type	Target	Effect



  
  
  
  
  
  

### Languages

  
  
  

### Artifacts

Rating	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		

### Manse & Hearthstones

Rating	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		

### Backgrounds

OOOOO [ ]	OOOOO [ ]	OOOOO [ ]	OOOOO [ ]
OOOOO [ ]	OOOOO [ ]	OOOOO [ ]	OOOOO [ ]
OOOOO [ ]	OOOOO [ ]	OOOOO [ ]	OOOOO [ ]

### Familiar OOOOO

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ○○○○○○○○○○  
□□□□□□□□□□

Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

Notes:

Health Levels

-0

-1

-2

-4

Inc.





Possessions

Experience

Description

Total: \_\_\_\_\_  
Total spent: \_\_\_\_\_

Age, actual: \_\_\_\_\_      Age, apparent: \_\_\_\_\_  
Height: \_\_\_\_\_      Weight: \_\_\_\_\_  
Gender: \_\_\_\_\_

Spent on:


Eyes: \_\_\_\_\_

Hair: \_\_\_\_\_

Homeland: \_\_\_\_\_

Skin: \_\_\_\_\_

Picture

History

