		00000	Charisma	es		_00000
			☐ Manipulation ☐ Appearance			
			Abilitie	<b>&gt;</b> S		and the second state of the second
	ArcheryAthleticsAwarenessDodgeIntegrityMartial ArtsMeleeResistanceThrownWarWar	00000 00000 00000 00000 00000 00000	Life  Craft	00000 00000 00000 00000 00000 00000	Wisd  Bureaucracy  Investigation  Lore  Medicine  Occult	00000 00000 00000 00000 00000 00000
	Anima	Effects			Anima Bann	
			0000	<i>J</i>	1—3 motes: Weak and tell Perception + Awaren	
			Personal: Peripheral: Anima Ban	/ / ner	4 – 7 motes: Strong Tell can't be hidden Stealth at -2e difficult 8 – 10 motes: Mild Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe	s caste mark y aura n ire aura tivation
		To allah Tonnala	Peripheral: Anima Ban	/ / aner	Tell can't be hidden Stealth at -2e difficult  8 – 10 motes: Mild Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe	y aura  n ire aura tivation erally essence used
	[− Bruised □	lealth Levels	Peripheral: Anima Ban Advance	ed	Tell can't be hidden Stealth at -2e difficult 8 – 10 motes: Mild a Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe  Specialties OOO	y aura  n ire aura tivation erally essence used
~1i	I- Bruised Hurt		Peripheral: Anima Ban Advance	ed	Tell can't be hidden Stealth at -2e difficult  8 – 10 motes: Mild a Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe	y aura  n ire aura tivation erally essence used
~1i	[− Bruised □		Peripheral: Anima Ban  Advance  000 000	ed	Tell can't be hidden Stealth at -2e difficult 8 – 10 motes: Mild a Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe  Specialties OOO OOO OOO	s caste mark  y aura  n ire aura tivation erally essence used
-1i -2i -4i	I- Bruised Hurt		Peripheral: Anima Ban Advance OOC	ed	Tell can't be hidden Stealth at -2e difficult 8 – 10 motes: Mild a Stealth impossible Returned to True form 11 – 15 motes: Bonfi Anima power auto-act 16+: Iconic aura Fades then no periphe  Specialties OOO OOO OOO	y aura  n ire aura tivation erally essence used

000\_

000 000\_

 $Healing\ Times, for\ each\ health\ level$ 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)



\_000\_

000\_

000\_\_\_\_\_000\_

\_\_\_\_\_000\_



### Social Traits

Dodge MDV: (Wp + Integrity + Essence + spe.) / 2 Join Combat: Wits + Awareness

Willpower: 00000000

		So	cial Attacks 💳		
Ability	Speed	Acc (Cha/Man)	PMDV (Cha/Man)	Rate	Notes
			r D 1		
			In Debate 💳		
Action Option				_	Additional
Attack (weapon/-2): Atta	ck a target		Attack supporting	/against a	n Intimacy: ±1 to DV

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

Attack according to/opposed to dominating Virtue (rate 3+):  $\pm 2$  to DV

Attack aligned with  $\sqrt{\text{violates Motivation:}} \pm 3 \text{ to DV}$ 

Appearance: (Defenders App - Attackers App) to DV (max  $\pm 3$ )

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.

Compassion   Temperance   Virtue Flaw:				Virtues !	is ad demand by the time of a second-constitution of a second-constitution of the benefit of the second-constitution and	
Intimacies	0 0 0 0 0 0 Conviction	00000 	Duration: Limit Break Cond Partial Control:	ition:		
	mantina anna i tala irikuwaliwa ia ca		melde van i 10. Her elseis van in der elders val is dieselde van van is	ntimacies		

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)

M	/ea	ເວດາ	าร
• • •	Cu	$\sim$	

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes
							Ĭ	

### Armor —

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

## 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.

# In Combat 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 (-le): +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 (3/-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 (3/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





Languag	jes

< EXALTED			OI.					
					T/ 1	E(( )	a North of the Mandelle Control of the Manager of t	estas processadore
Charm	Cost	Duration	Туре		Keywords	Effect		
			Comb	os .		non-complete save bound to		
	Cost		Charms	-C5				
			AIGH					
	1							
			\$					
		D	Sorce	ry 💳		E(( .		May Special Confession
Sorcery	Cost	Duration	 	Іуре	Target	Effect		





Languag	es

< EXALTE	D>					
		Artife	acts			
Rating Name	Description					
00000						
00000						
00000						
00000						
00000						
00000						
00000						
	and a selfan. Man selfa to skele souder	Manse & He			or the Color of Charles Building related to the con-	and the state of t
Rating Name	Description	Manse O He	armsiones			
00000						
00000						
00000						
00000						
		Backgro	ounds ===		en wien. Name er der den der er eine besteht der er er er	
00000		00000		00000		00000
00000		00000		00000		00000
00000		00000		00000		00000
E .1. 'N		Familiar (	0000=		e die die die de la Loinemann Masser in Ly	1.1 Y 1
Familiar's Name: Creature:	Dode	Acc/Dmg/Rate: je/Soak(L/B):			-0 Пеа	lth Levels
Str/Dex/Sta: Cha/Man/App:	Abili	ties:			-1 ∐∐∐L -2 □□□□	
Per/Int/Wits: Willpower: O O O O O O	OOO Note	s:			-4	
000000						



T A	7	(	
W	l a	rtc	YIY

Description Soak Attributes Strength Lethal Aggravated Aggravated Move/Dealt: Weapons in Warform  Weapon Speed Acc Danage FDV Rate Roage Tage Notes	Λ			Warform							
Bashing: Lethal: Destriti; Stamina: Dodge DV: Move/Dash: Move/Dash: Speed Acc Damage PDV Rate Range Tags Notes  Weapon Speed Acc Damage PDV Rate Range Tags Notes  Gifts  Charm name  Commitment cost Gift effect  Mutations in Warform  Fury				Des	cription				Attributes		
Neapon Speed Acc Damage PDV Rate Range Tags Notes    Constitution name   Degree   Effect	TAAT				,		Bashir	ı <b>8</b> :			
Weapon Speed Acc Damage PDV Rate Range Tags Notes    Veapon   Dougle DV: Move/Dash:											
Veapon   Speed Acc   Damage   PDV   Rate   Range   Tags   Notes		JAN EUTITO									
Neapon Speed Acc Damage PDV Rate Range Tags Notes	•			<b>- XA</b> 7	. 347	(		DV:	Move/Dash:		
Charm name  Commitment cost  Gift s  Commitment cost  Gift effect  Mutation s in Warform  Fury	Vernon		Speed Acc	■ Weapor Damada	is in VV á PDV	artorn R <sub>ato</sub>	Rando Tade	Notes	a disamentalisma. Eta maia de l'inclusion disambién disambién de l'		
Autation name Degree Effect  Fury	Veupon			Башаде		Itale	Trange 100s	Tioles			
Commitment cost Gift effect  Mutations in Warform  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name  Degree  Effect  Fury											
Autation name Degree Effect  Fury	til kan interes i deliminate mediese kenesisi di sensi.				Gifts =			s et est une une ette transcer et d	a diagnostrativos. Est mais describidades de la composição de la composição de la composição de la composição		
Autation name  Degree  Effect  Fury	harm name		Commi	tment cost Gi	ift effect						
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name Degree Effect  Fury											
Autation name  Degree  Effect  Fury											
Mutation name  Degree  Effect  Fury											
Mutation name  Degree  Effect  Fury											
Mutation name  Degree  Effect  Fury											
Mutation name  Degree  Effect  Fury				- 1 (	<b>TA7</b>						
Fury				Mutation	as in VV	artorn	1	i et en hadro que esta broncero en d	a di anti transcrimi. Ett må ti di ita indica bilatione di transcri		
	Mutation name	Degree	Liffect								
			e de l'annocéan de la distribute de la d		Fury =			Control Control Control Control Control	A MORE PROPERTY AND A STATE OF THE PARTY OF THE STATE OF		
	Charm name										



# Shapeshifting

 $Speed: 5\,tick\, (miscellaneous\, action).$ 

Cost: to true Human form or Spirit form: 1 mote. To Warform: 5 motes. To other forms: 5 motes
Items on person: will disappear into Elsewhere unless they can be used in the new form.
Traits: uses Strength, Stamina and Appearance of the new form, lowers of Dexterities (human forms use the Lunars own Dexterity), special traits of new form, rest of the traits is the Lunars own.

A STATE OF S	Heart's Blood 00000
Name	Skills and special effects





History ---