



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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|---|--|--|
| <input type="checkbox"/> Strength _____ ○○○○○○ | <input type="checkbox"/> Charisma _____ ○○○○○○ | <input type="checkbox"/> Perception _____ ○○○○○○ |
| <input type="checkbox"/> Dexterity _____ ○○○○○○ | <input type="checkbox"/> Manipulation _____ ○○○○○○ | <input type="checkbox"/> Intelligence _____ ○○○○○○ |
| <input type="checkbox"/> Stamina _____ ○○○○○○ | <input type="checkbox"/> Appearance _____ ○○○○○○ | <input type="checkbox"/> Wits _____ ○○○○○○ |

Abilities

- | War | | | Life | | | Wisdom | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|--|---|--|--|---|---|---|---|---|--|--|--|---|---|--|---|---|--|--|--|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|
| <input type="checkbox"/> Archery _____ ○○○○○○ | <input type="checkbox"/> Athletics _____ ○○○○○○ | <input type="checkbox"/> Awareness _____ ○○○○○○ | <input type="checkbox"/> Dodge _____ ○○○○○○ | <input type="checkbox"/> Integrity _____ ○○○○○○ | <input type="checkbox"/> Martial Arts _____ ○○○○○○ | <input type="checkbox"/> Melee _____ ○○○○○○ | <input type="checkbox"/> Resistance _____ ○○○○○○ | <input type="checkbox"/> Thrown _____ ○○○○○○ | <input type="checkbox"/> War _____ ○○○○○○ | <input type="checkbox"/> Craft _____ ○○○○○○ | <input type="checkbox"/> Larceny _____ ○○○○○○ | <input type="checkbox"/> Linguistics _____ ○○○○○○ | <input type="checkbox"/> Performance _____ ○○○○○○ | <input type="checkbox"/> Presence _____ ○○○○○○ | <input type="checkbox"/> Ride _____ ○○○○○○ | <input type="checkbox"/> Sail _____ ○○○○○○ | <input type="checkbox"/> Socialize _____ ○○○○○○ | <input type="checkbox"/> Stealth _____ ○○○○○○ | <input type="checkbox"/> Survival _____ ○○○○○○ | <input type="checkbox"/> Bureaucracy _____ ○○○○○○ | <input type="checkbox"/> Investigation _____ ○○○○○○ | <input type="checkbox"/> Lore _____ ○○○○○○ | <input type="checkbox"/> Medicine _____ ○○○○○○ | <input type="checkbox"/> Occult _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ |

Essence

Anima Effects

○ ○ ○ ○ ○

Personal: /

Peripheral: /

Anima Banner

Anima Banner Levels

1-3 motes: Weak caste mark and tell

Perception + Awareness to notice

4-7 motes: Strong caste mark

Tell can't be hidden
Stealth at -2e difficulty

8-10 motes: Mild aura

Stealth impossible
Returned to True form

11-15 motes: Bonfire aura

Anima power auto-activation

16+: Iconic aura

Fades then no peripherally essence used

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 |
|---------|-------|-----------------|------------------|------|-------|
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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 ○○○○○ □□□□□ | Virtue Flaw: _____ | Limit points |
| Conviction ○○○○○ □□□□□ | Valor ○○○○○ □□□□□ | Duration: _____ | □□□□□□□□□□ |
| | | Limit Break Condition: _____ | |
| | | Partial Control: _____ | |
| | | No Control: _____ | |

Intimacies

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Motivation





Bashing Soak:
Stamina + Armor (B)

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

Soak and Defense

Lethal Soak:
Stamina / 2 + Armor (L)

Join Combat:
Wits + Awareness

Aggravated Soak:
Armor (L)

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

Weapons

| Weapon | Speed | Acc | Damage | PDV | Rate | Range | Tags | Notes |
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Armor

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

Charms

| Charm | Cost | Duration | Type | Keywords | Effect |
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Combos

| Combo | Cost | Charms |
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Sorcery

| Sorcery | Cost | Duration | Type | Target | Effect |
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Languages

Artifacts

| Rating | Name | Description |
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Manse & Hearthstones

| Rating | Name | Description |
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Backgrounds

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| 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.





Description

Warform

Soak

Bashing:
Lethal:
Aggravated:
Dodge DV:

Attributes

Strength:
Dexterity:
Stamina:
Move/Dash:

Weapons in Warform

| Weapon | Speed | Acc | Damage | PDV | Rate | Range | Tags | Notes |
|--------|-------|-----|--------|-----|------|-------|------|-------|
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Gifts

| Charm name | Commitment cost | Gift effect |
|------------|-----------------|-------------|
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Mutations in Warform

| Mutation name | Degree | Effect |
|---------------|--------|--------|
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Fury

| Charm name | Fury effect |
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Possessions



Empty box for Possessions

Experience

Description

Total: _____

Total spent: _____

Spent on:

Large empty box for Spent on

Age, actual:

Height:

Gender:

Tell:

Eyes:

Hair:

Homeland:

Skin:

Age, apparent:

Weight:

Picture

History

