



Name: _____ Concept: _____

Player: _____ Aspect: _____

Attributes

Strength _____ ○○○○○○ Charisma _____ ○○○○○○ Perception _____ ○○○○○○
 Dexterity _____ ○○○○○○ Manipulation _____ ○○○○○○ Intelligence _____ ○○○○○○
 Stamina _____ ○○○○○○ Appearance _____ ○○○○○○ Wits _____ ○○○○○○

Abilities

Air			Earth			Fire			
<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"/> War _____	○○○○○	<input type="checkbox"/> Resistance _____	○○○○○
Water			Wood			Other			
<input type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> Archery _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> Investigation _____	○○○○○	<input type="checkbox"/> Medicine _____	○○○○○
<input type="checkbox"/> Larceny _____	○○○○○	<input type="checkbox"/> Performance _____	○○○○○	<input type="checkbox"/> _____	○○○○○	<input type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> Ride _____	○○○○○
<input type="checkbox"/> Sail _____	○○○○○	<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: ○○○○○○○○○○○○
□□□□□□□□□□

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





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

