



Title: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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

Abilities

Dusk	Midnight	Daybreak
<input type="checkbox"/> Archery _____ ○○○○○○	<input type="checkbox"/> Integrity _____ ○○○○○○	<input type="checkbox"/> Craft _____ ○○○○○○
<input type="checkbox"/> Martial Arts _____ ○○○○○○	<input type="checkbox"/> Performance _____ ○○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○○
<input type="checkbox"/> Melee _____ ○○○○○○	<input type="checkbox"/> Presence _____ ○○○○○○	<input type="checkbox"/> Lore _____ ○○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○○
<input type="checkbox"/> War _____ ○○○○○○	<input type="checkbox"/> Survival _____ ○○○○○○	<input type="checkbox"/> Occult _____ ○○○○○○
Day	Moonshadow	Other
<input type="checkbox"/> Athletics _____ ○○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○○	<input type="checkbox"/> Ride _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Larceny _____ ○○○○○○	<input type="checkbox"/> Sail _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○

Essence

Anima Effects

○ ○ ○ ○ ○

- Cause the anima to glow brightly enough to read by for a scene (1 mote)
- Sense any Shadowland and Underworld infused creatures and objects within Essence x 100 m (1 mote)
- Feeding, causing lethal damage from a grapple: Gains motes = damages caused, max in all: health levels + dying levels (extras = 7 + stamina)
- Have -2i in Creation, unless spending 5 motes per day, or surround oneself in the ritual and symbolic trappings of death

Personally: /

Peripherally: /

Anima Banner

Anima Banner Levels

- 1 – 3 motes: Prominent caste mark**
Perception + Awareness to notice
- 4 – 7 motes: Bleeding caste mark**
Stealth at -2e difficulty
- 8 – 10 motes: Dark aura**
Stealth impossible
- 11 – 15 motes: Bonfire dark aura**
Anima power auto-activation
- 16+: Iconic cold aura**
Fades then no peripherally essence used
Mortals must roll Valor not to be overcome for a scene.

Advanced

Health Levels

-0i Bruised
 -1i Hurt
 -2i Wounded
 -4i Crippled
 Incapacitated
 Dying

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 tick, can be saved with a Wits + Medicine diff 5 + (number of dying levels lost) roll

Willpower

○○○○○○○○○○○○○○○○

Virtues

Compassion Temperance
 ○○○○○○ ○○○○○○

 Conviction Valor
 ○○○○○○ ○○○○○○

Flawed Virtue:

Resonance

Conditions (roll Essence dice points):

- Protecting a living being from harm
- Creating a new life or give birth to one
- Using your forsaken name
- Reverence to a divine power other than the Neverborn or Oblivion
- Build or maintain positive Intimacies with the living or living as one
- Fighting the forces of death
- Disobeying the Neverborn
- Using Flawed Virtue (1 point)
- Resist unnatural mental influence (1 point per scene)





Charms

Charm	Cost	Duration	Type	Keywords	Effect

Combos

Combo	Cost	Charms

Sorcery

Sorcery	Cost	Duration	Type	Target	Effect





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 (3/-1): +1D per tick, may be aborted to attack

Attack (weapon/-1): Attack a target

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

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

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

Dash (5/-2): Sprint: Dex. + 6 - Armor mobility meters per tick

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. 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: x0 -> x1: -0e, x1 -> x2: -1e, x2 -> x3: -2e



Social Defense and Join Debate



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

Join Debate:
Wits + Awareness

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 * (Dex. + 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 * (Dex. - Armor mobility) meters per long tick

Additional

Attack support an Intimacy: -1 to DV
Attack according to dominating Virtue (rate 3+): -2 to DV
Attack aligned with 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: Reflexive pay 1 Willpower point to resist.

Effects of Social Attacks

Building / Eroding Intimacies: Takes Conviction success full 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.

Intimacies

Motivation





Artifacts

Rate	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		

Manse & Hearthstones

Rate	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

[Empty box for Possessions]

Experience

Description

Total: _____

Total spent: _____

Spent on:

[Large empty box for Spent on]

Age, actual:

Height:

Gender:

Dark Master:

Eyes:

Hair:

Homeland:

Skin:

Age, apparent:

Weight:

Picture

History

