



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

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Personal: \_\_\_\_\_ /

Peripheral: \_\_\_\_\_ /

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. A botch cost 1 willpower not to gouge their own eyes out to get rid of the horrors.

### Advanced

#### Health Levels

-0i Bruised

-1i Hurt

-2i Wounded

-4i Crippled

Incapacitated  \_\_\_\_\_

Dying

#### Specialties

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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)





## 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

<p>Compassion ○○○○○ □□□□□</p> <p>Conviction ○○○○○ □□□□□</p>	<p>Temperance ○○○○○ □□□□□</p> <p>Valor ○○○○○ □□□□□</p>	<p>Conditions (roll Essence dice points)</p> <ul style="list-style-type: none"> <li>• Build or maintain positive Intimacies with the living or living as one</li> <li>• Creating a new life or give birth to one</li> <li>• Disobeying the Neverborn</li> <li>• Protecting a living being from harm</li> <li>• Resist unnatural mental influence (only 1 point per scene)</li> </ul>	<p>Resonance points □□□□□□□□□□</p> <ul style="list-style-type: none"> <li>• Using your forsaken name</li> <li>• Using Flawed Virtue (only 1 point)</li> <li>• Reverence to a divine power other than the Neverborn or Oblivion</li> </ul> <p>Flawed Virtue:</p>
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## 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









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Languages

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Sorcery

Sorcery	Cost	Type	Duration	Target	Effect





Languages

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Artifacts & Panoply

Rating	Name	Description
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### Languages

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### Backgrounds

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### Familiar ○○○○○○

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ○○○○○○○○○○  
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Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

Notes:

### Health Levels

-0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Possessions

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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

