



Name: _____ Concept: _____

Player: _____ Aspect: _____

Attributes

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

Abilities

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| Air | | | Earth | | | Fire | | |
| <input type="checkbox"/> Linguistics _____ | ○○○○○○○ | <input type="checkbox"/> Awareness _____ | ○○○○○○○ | <input type="checkbox"/> Athletics _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Lore _____ | ○○○○○○○ | <input type="checkbox"/> Craft _____ | ○○○○○○○ | <input type="checkbox"/> Dodge _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Occult _____ | ○○○○○○○ | <input type="checkbox"/> Integrity _____ | ○○○○○○○ | <input type="checkbox"/> Melee _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Stealth _____ | ○○○○○○○ | <input type="checkbox"/> Resistance _____ | ○○○○○○○ | <input type="checkbox"/> Presence _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Thrown _____ | ○○○○○○○ | <input type="checkbox"/> War _____ | ○○○○○○○ | <input type="checkbox"/> Socialize _____ | ○○○○○○○ | | | |
| 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"/> _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Larceny _____ | ○○○○○○○ | <input type="checkbox"/> Performance _____ | ○○○○○○○ | <input type="checkbox"/> _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Martial Arts _____ | ○○○○○○○ | <input type="checkbox"/> Ride _____ | ○○○○○○○ | <input type="checkbox"/> _____ | ○○○○○○○ | | | |
| <input type="checkbox"/> Sail _____ | ○○○○○○○ | <input type="checkbox"/> Survival _____ | ○○○○○○○ | <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: ○○○○○○○○○○○○
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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

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

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 |
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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





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Artifacts & Panoply

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Backgrounds

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Familiar ○○○○○ ○

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

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| -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"/> |
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Languages

Manse & Hearthstones

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Possessions

Experience

Description

Total: _____
Total spent: _____

Age, actual: _____ Age, apparent: _____
Height: _____ Weight: _____
Gender: _____

Spent on:

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| |

Eyes: _____

Hair: _____

Homeland: _____

Skin: _____

Picture

History

