



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"/> 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"/> _____ ○○○○○○	<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
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





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.

- 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

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

Action Options (Speed / DV modifier)

- 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

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





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

