		Player:		_ Concept: Caste:	
•	00000	Manipulation_ Appearance	00000	Perception Intelligence Wits	00000
and Design the course of the second little state that is the control of		- A	bilities ====	and the second s	deriod o de de la productiva de la Calendaria.
Archery	00000 00000 00000 ourge 00000	☐ Integrity ☐ Performance ☐ Presence ☐ Resistance ☐ Survival ☐ Bureaucracy ☐ Linguistics ☐ Ride ☐	Fiend 0000	Craft	00000 00000 00000 Other 00000 00000
		E			
Anima		O O Personal: Peripheral:	000	1 – 3 motes: Wo Perception + Av 4 – 7 motes: Sta Stealth at -2e diff 8 – 10 motes: B Stealth impossibl 11 – 15 motes: C Anima power aut 16+: Iconic aux	aleful green aura le Green bonfire aura to-activation
					eripherally essence is used
an handh ann inn an tha da ann an Bhail a tha tha an dhill a da ann an bhail a dhill a dhill a dhill an dhill a	ence little to colo I had so con the little colo colo to colo colo colo colo colo c	Ad	lvanced =====		hindra fa gran più dell'Anno addresso i hilliance.
	ealth Levels			Specialties	
-0i Bruised □ -1i Hurt □[	7		000		
-11 Hurt □ [ -2i Wounded □ [	iooon		000	000 000	
	55555		000		
4.6. 1.1 57			000	000_	
-4i Crippled [			000	000	





#### Social Traits

Dodge MDV: (Wp + Integrity + Essence + spe.) / 2 Join Combat: Wits + Awareness

Willpower: 000000000

### 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  $\sqrt{\text{violates Motivation:}} \pm 3 \text{ to DV}$ 

Appearance: (Defenders App - Attackers App) to DV (max  $\pm 3$ )

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.

and the same of th	The second secon	Vir	tues	and the second state of th
Compassion OOOO Conviction	Temperance O O O O O U U U U U	Yozi Patron: Duration:	Infe	ernal limit points
00000	00000	Abscissic Plate:		
00000		_		
tering the property of the second state of the	Harris Comment Comment of the Commen	Intin	acies	
tering the parties are the first state of the state of th	galasia promotini kana 1980 in 1980 ili	Motivation	on & Urge —————	
			G	





# 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	Туре	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

### 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.

# In Combat 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 (-le): +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

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

Climb, Swim (3/~2): Move: (Dex. - Armor mobility) / 2 meters per 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 (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 meters. Aboad: 2 \* Up

Miscellaneous Action (5/-1 to -3): Do something else

Move (O/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



<b>EXECUTE 1</b>			Charm	s ==	Lan	guages		o de la constanta de la consta	
Charm	Cost	Duration			Keywords	Effect			
	-	10 A 10 A	Combo	s ==		na Distriction de Company		Hotel Charles Commence	
Combo	Cost	C	harms						
		Duration			Target	Effect	and the second second second	the state of the s	
Concery	CUSI	Duration	ly	ibe	rarget	Tilect			



			Languages	
Rating Name	Description	Artifacts ====	A Barriel and the Comment of the Com	
00000	_			
00000	_			
00000				
00000				
00000				
00000				
00000				
00000				
	Manse	E Hearthston	es ————	CONTRACTOR OF THE PROPERTY OF
Rating Name	Description			
00000				
00000	1			
00000				
	P	Backgrounds 💳		
00000	000	000	00000	00000
00000	000		00000	00000
00000			00000	00000
	_			
		niliar 00000		
Familiar's Name: Creature: Str/Dex/Sta: Cha/Man/App: Per/Int/Wits: Willpower: O O O O O O O	Spd/Acc/Dm, Dodge/Soak (I Abilities:			Health Levels  -0

	Possess	sions
Experience		Description
Total:	Age, actual: Height:	Age, apparent: Weight:
Total spent:	Gender:	Eyes:
Spent on:	Coadjutor: Coadjutor trait:	ŕ
	Hair:	
	Homeland:	
	Skin:	
	and account he continued to the continue of the continued to the continued to the continued to the continued to	Picture
	istory ======	

