



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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

Abilities

<p>Slayer</p> <input type="checkbox"/> Archery _____ ○○○○○○ <input type="checkbox"/> Martial Arts _____ ○○○○○○ <input type="checkbox"/> Melee _____ ○○○○○○ <input type="checkbox"/> Thrown _____ ○○○○○○ <input type="checkbox"/> War _____ ○○○○○○ <p>Scourge</p> <input type="checkbox"/> Athletics _____ ○○○○○○ <input type="checkbox"/> Awareness _____ ○○○○○○ <input type="checkbox"/> Dodge _____ ○○○○○○ <input type="checkbox"/> Larceny _____ ○○○○○○ <input type="checkbox"/> Stealth _____ ○○○○○○	<p>Malefactor</p> <input type="checkbox"/> Integrity _____ ○○○○○○ <input type="checkbox"/> Performance _____ ○○○○○○ <input type="checkbox"/> Presence _____ ○○○○○○ <input type="checkbox"/> Resistance _____ ○○○○○○ <input type="checkbox"/> Survival _____ ○○○○○○ <p>Fiend</p> <input type="checkbox"/> Bureaucracy _____ ○○○○○○ <input type="checkbox"/> Linguistics _____ ○○○○○○ <input type="checkbox"/> Ride _____ ○○○○○○ <input type="checkbox"/> Sail _____ ○○○○○○ <input type="checkbox"/> Socialize _____ ○○○○○○	<p>Defiler</p> <input type="checkbox"/> Craft _____ ○○○○○○ <input type="checkbox"/> Investigation _____ ○○○○○○ <input type="checkbox"/> Lore _____ ○○○○○○ <input type="checkbox"/> Medicine _____ ○○○○○○ <input type="checkbox"/> Occult _____ ○○○○○○ <p>Other</p> <input type="checkbox"/> _____ ○○○○○○ <input type="checkbox"/> _____ ○○○○○○ <input type="checkbox"/> _____ ○○○○○○ <input type="checkbox"/> _____ ○○○○○○ <input type="checkbox"/> _____ ○○○○○○
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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: **Baleful** green aura
 Stealth impossible

11 – 15 motes: **Green bonfire** aura
 Anima power auto-activation

16+: **Iconic** aura
 Fades when no peripherally essence is used

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 ○○○○○ □□□□□	Yozi Patron: _____	Infernal limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Torment: _____	
		Abscissic Plate: _____	
		Abscissic Condition: _____	

Intimacies

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Motivation & Urge

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Languages

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Artifacts

Rating	Name	Description
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:	Spd/Acc/Dmg/Rate:	Health Levels
Creature:	Dodge/Soak (L/B):	-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"/>
Str/Dex/Sta:	Abilities:	-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"/>
Cha/Man/App:	[]	-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"/>
Per/Int/Wits:		-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"/>
Willpower: <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Notes:	Inc. <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"/>





Possessions

[Empty box for Possessions]

Experience

Description

Total: _____

Total spent: _____

Spent on:

[Large empty box for Spent on, divided into three horizontal sections]

Age, actual:

Height:

Gender:

Coadjutor:

Coadjutor trait:

Age, apparent:

Weight:

Eyes:

Hair:

Homeland:

Skin:

Picture

History

