	Name:	Concept:
	Player:	Caste:
	Attributes	an bioxembit wateren fatzen biereken etten, oder bijzetten Kateren en en bier en eine biereken etter en bioteken
DexterityOOOOO		Perception 00000 Intelligence 00000 Wits 00000
mantika naka 100 da bula saliyan kara 20 ma dila tarka tarkan kina i kira tara da ya 10 kada ki	Abilities	odda antifut daw a (ar ar tedaran 10m televis) in far Robertskin. Henne forda Soon the Soon the Soon Unit is a
War ArcheryO0000 Athletics00000 Awareness00000 Dodge00000 Integrity00000 Martial Arts00000 Melee00000 Resistance00000 Thrown00000 War00000	Life Craft0000 Larceny0000 Linguistics0000 Performance0000 Ride00000 Sail00000 Socialize00000 Stealth00000 Survival00000	Investigation 00000 Lore 00000 Medicine 00000 Occult 00
nen tier oan de fan in de Anstalieur feren an de fan ferster de treffen in de fan de fan de fan de fan de fan d	Essence	nodonatišta, nama ž na ta ta baka na ktila teknije jedna konzementa. Da sa v stola šadar ta som titava je odbržuka
 Anima Effects Cause the caste mark and tattoos to glow brightly for a scene (1 mote) Cause the anima to glow brightly enough to read by for a scene (1 mote) Cause tell to become unmistakable (1 mote) Know the precise time of the day, day of month and moon phase (1 mote) 	Anima Banner	Anima Banner Levels 1–3 motes: Weak caste mark and tell Perception + Awareness to notice 4–7 motes: Strong caste mark Tell can't be hidden Stealth at -2e difficulty 8–10 motes: Mild aura Stealth impossible. Returned to True form 11–15 motes: Bonfire aura Anima power auto-activation 16+: Iconic aura Fades then no peripherally essence used
Health Levels	Advanced Willpower	Virtue Flaw
-0i Bruised		Partial Control
-2i Wounded] Virtues	Duration
-4i Crippled Incapacitated	Compassion Temperance	Limit Break Condition
Dying 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 tick, can be saved with a Wits + Medicine diff 5 + (number of dying levels lost) roll	Conviction Valor	

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Charm	Cost	Duration		Keywords	Effect

Combo	Cost	Charms
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	Duration			Effect
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Bashing Soak: Stamina + Armor (B)

Dodge DV:

Soak and Defense Lethal Soak: Stamina / 2 + Armor (L)

Join Combat:

Wits + Awareness

Aggravated Soak: Armor (L)

Move / Dash: Dex. – armor mobility (+ 6)

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Weapon	Speed	Damage		Range	Tags	Notes

(Dex. + Dodge + Essence + spe) / 2

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 (-1e): +2 lethal or aggravated, or +3 bashing damage to target
- Pulling Blows (~1e): Makes lethal or aggravated damage bashing

Showing Off (-le 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
Change Weapon(s) (weapon/-1): Speed of the slowest weapon
Climb, Swim (3/-2): Move: Dex. - Armor mobility 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
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. 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: x0 -> x1: -0e, x1 -> x2: -1e, x2 -> x3: -2e



Social Defense and Join Debate

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

Social Attacks							
Ability	Speed	Acc (Cha / Man)	PMDV (Cha/Man)	Rate	Notes		

💶 In Debate 🗖

Additional Action Options (Speed / DV modifier) Attack (weapon/-2): Attack a target Attack support an Intimacy: -1 to DV Coordinated Attack (5/~2): Charisma + Socialize, diff: Attack according to dominating Virtue (rate 3+): -2 to DV Attack aligned with Motivation: -3 to DV number of participants / 2 Dash(3/-3): Sprint: 10 * (Dex. + 6 - Armor mobility) Appearance: (Defenders App – Attackers App) to DV (max ± 3) meters per long tick Flurry (longest action/sum of defense penalties): Multiple If the attack violates Motivation: Must refuse to consent actions Natural persuasion: Can only spend 2 Willpower per scene, Guard (3/none): Doing nothing, may be aborted will become jaded and suspicious (attack automatically fails) Inactive (3/special): Social invulnerable - a stunt and new attack approach is needed for further Miscellaneous Action (5/-1 to -3): Do something else attacks Monologue/Study (3/-2): +1D per long tick, may be Unnatural persuasion: Exalted gain 1 point of Limit when aborted to attack resisting the attack Move (0/none): Move 10 * (Dex. - Armor mobility) meters Consent to the attack: Performing the behavior described in per long tick the initial attack Refuse to consent: Reflexive pay 1 Willpower point to resist.

Effects of Social Attacks

Building / Eroding Intimacies: Takes Conviction success full 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.

🛛 Intimacies 🔤

Motivation 📼



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	Familiar OC		
Familiar's Name: Creature: Str/Dex/Sta: Cha/Man/App: Per/Int/Wits: Willpower: O O O O O O O O O	Spd/Acc/Dmg/Rate: Dodge/Soak(L/B): Abilities:		Health Levels -0

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Shapeshifting



Speed: 5 tick (miscellaneous action).

Cost: to true Human form or Spirit form: 1 mote. To Warform: 5 motes. To other forms: 3 motes Items on person: will disappear into Elsewhere unless they can be used in the new form. Traits: uses Strength, Stamina and Appearance of the new form, lowers of Dexterities (human forms use the Lunars own Dexterity), special traits of new form, rest of the traits is the Lunars own.

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Heart's Blood 00000

Name	Look	Skills and special effects
Spirit Form		
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