



Name: \_\_\_\_\_ Concept: \_\_\_\_\_

Player: \_\_\_\_\_ Caste: \_\_\_\_\_

### Attributes

- Strength \_\_\_\_\_ ○○○○○○  Charisma \_\_\_\_\_ ○○○○○○  Perception \_\_\_\_\_ ○○○○○○
- Dexterity \_\_\_\_\_ ○○○○○○  Manipulation \_\_\_\_\_ ○○○○○○  Intelligence \_\_\_\_\_ ○○○○○○
- Stamina \_\_\_\_\_ ○○○○○○  Appearance \_\_\_\_\_ ○○○○○○  Wits \_\_\_\_\_ ○○○○○○

### Abilities

- | War  | Life  | Wisdom  |
|--|---|---|
| <input type="checkbox"/> Archery _____ ○○○○○○      | <input type="checkbox"/> Craft _____ ○○○○○○       | <input type="checkbox"/> Bureaucracy _____ ○○○○○○   |
| <input type="checkbox"/> Athletics _____ ○○○○○○    | <input type="checkbox"/> Larceny _____ ○○○○○○     | <input type="checkbox"/> Investigation _____ ○○○○○○ |
| <input type="checkbox"/> Awareness _____ ○○○○○○    | <input type="checkbox"/> Linguistics _____ ○○○○○○ | <input type="checkbox"/> Lore _____ ○○○○○○          |
| <input type="checkbox"/> Dodge _____ ○○○○○○        | <input type="checkbox"/> Performance _____ ○○○○○○ | <input type="checkbox"/> Medicine _____ ○○○○○○      |
| <input type="checkbox"/> Integrity _____ ○○○○○○    | <input type="checkbox"/> Presence _____ ○○○○○○    | <input type="checkbox"/> Occult _____ ○○○○○○        |
| <input type="checkbox"/> Martial Arts _____ ○○○○○○ | <input type="checkbox"/> Ride _____ ○○○○○○        | <input type="checkbox"/> _____ ○○○○○○               |
| <input type="checkbox"/> Melee _____ ○○○○○○        | <input type="checkbox"/> Sail _____ ○○○○○○        | <input type="checkbox"/> _____ ○○○○○○               |
| <input type="checkbox"/> Resistance _____ ○○○○○○   | <input type="checkbox"/> Socialize _____ ○○○○○○   | <input type="checkbox"/> _____ ○○○○○○               |
| <input type="checkbox"/> Thrown _____ ○○○○○○       | <input type="checkbox"/> Stealth _____ ○○○○○○     | <input type="checkbox"/> _____ ○○○○○○               |
| <input type="checkbox"/> War _____ ○○○○○○          | <input type="checkbox"/> Survival _____ ○○○○○○    | <input type="checkbox"/> _____ ○○○○○○               |

### Essence

#### Anima Effects

○ ○ ○ ○ ○

Personal: /

Peripheral: /

#### 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

### 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

- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_
- \_\_\_\_\_ ○○○ \_\_\_\_\_





### 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 ○○○○○ □□□□□	Virtue Flaw: _____	Limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Limit Break Condition: _____	
		Partial Control: _____	
		No Control: _____	

### Intimacies

--	--

### Motivation





**Bashing Soak:**  
Stamina + Armor (B)

**Dodge DV:**  
(Dex. + Dodge + Essence + spe.) / 2

**Soak and Defense**

**Lethal Soak:**  
Stamina / 2 + Armor (L)

**Join Combat:**  
Wits + Awareness

**Aggravated Soak:**  
Armor (L)

**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.

**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



Languages

<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"/>

Charms

Charm	Cost	Duration	Type	Keywords	Effect

Combos

Combo	Cost	Charms

Sorcery

Sorcery	Cost	Duration	Type	Target	Effect





### 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.





Description

**Warform**

Soak

Bashing:  
Lethal:  
Aggravated:  
Dodge DV:

Attributes

Strength:  
Dexterity:  
Stamina:  
Move/Dash:

**Weapons in Warform**

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

**Gifts**

Charm name	Commitment cost	Gift effect

**Mutations in Warform**

Mutation name	Degree	Effect

**Fury**

Charm name	Fury effect





## 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.

### Heart's Blood ○○○○○○

Name	Look	Skills and special effects



Possessions



Empty box for Possessions

Experience

Description

Total: \_\_\_\_\_

Total spent: \_\_\_\_\_

Spent on:

Large empty box for Spent on

Age, actual:

Height:

Gender:

Tell:

Eyes:

Hair:

Homeland:

Skin:

Age, apparent:

Weight:

Picture

History

