



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

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

### Attributes

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

### Abilities

<b>Journeys</b>			<b>Serenity</b>			<b>Battles</b>		
<input type="checkbox"/> Resistance _____ ○○○○○○	<input type="checkbox"/> Craft _____ ○○○○○○	<input type="checkbox"/> Archery _____ ○○○○○○	<input type="checkbox"/> Ride _____ ○○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○○	<input type="checkbox"/> Athletics _____ ○○○○○○	<input type="checkbox"/> Sail _____ ○○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○○	<input type="checkbox"/> Melee _____ ○○○○○○
<input type="checkbox"/> Survival _____ ○○○○○○	<input type="checkbox"/> Performance _____ ○○○○○○	<input type="checkbox"/> Presence _____ ○○○○○○	<input type="checkbox"/> Thrown _____ ○○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○○	<input type="checkbox"/> War _____ ○○○○○○			
<b>Secrets</b>			<b>Endings</b>			<b>Other</b>		
<input type="checkbox"/> Investigation _____ ○○○○○○	<input type="checkbox"/> Awareness _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Larceny _____ ○○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Lore _____ ○○○○○○	<input type="checkbox"/> Integrity _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Occult _____ ○○○○○○	<input type="checkbox"/> Martial Arts _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Stealth _____ ○○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○

### Essence

#### Anima Effects

○ ○ ○ ○ ○

- Cause the caste mark to glow brightly for a scene (1 mote)
- Recognize any gateway to Yu-Shan or Malfeas within Essence \* 100m (1 mote)
- Know the precise time of the day, and date (1 mote)
- 

Personally: /

Peripherally: /

Anima Banner

#### Anima Banner Levels

- 1 – 3 motes: Caste mark glitters**  
Perception + Awareness, diff. 3, to notice
- 4 – 7 motes: Weak caste mark**  
Perception + Awareness to notice  
Astrology at +1e to difficulty
- 8 – 10 motes: Strong caste mark**  
Stealth at -2e to difficulty to spot  
Astrology at +2e to difficulty
- 11 – 15 motes: Shining aura**  
Stealth is impossible  
Anima power cost 5 motes
- 16+: Burning halo**  
Fades then no peripherally essence used  
Anima power cost 1 mote

### Advanced

#### Health Levels

-0i Bruised   
 -1i Hurt   
 -2i Wounded   
 -4i Crippled   
 Incapacitated   
 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

#### Willpower

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#### Virtues

Compassion Temperance  
 ○○○○○○ ○○○○○○  
   
 Conviction Valor  
 ○○○○○○ ○○○○○○

#### Flawed Fate

Duration

Limit Break Condition







## 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

### 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 \* (Dex. + 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 \* (Dex. - Armor mobility) meters per long tick

### Additional

**Attack support an Intimacy:** -1 to DV  
**Attack according to dominating Virtue (rate 3+):** -2 to DV  
**Attack aligned with 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:** 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





## Artifacts

Rate	Name	Description
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## Manse & Hearthstones

Rate	Name	Description
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○○○○○		
○○○○○		

## Backgrounds

○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]
○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]
○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]	○○○○○ [ ]

## Familiar ○○○○○

Familiar's Name: Creature: Str/Dex/Sta: Cha/Man/App: Per/Int/Wits: Willpower: ○○○○○○○○○○ □□□□□□□□□□	Spd/Acc/Dmg/Rate: Dodge/Soak (L/B): Abilities: [ ] Notes:	<table style="width: 100%;"> <tr><th colspan="10" style="text-align: center;">Health Levels</th></tr> <tr><td style="text-align: right;">-0</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td style="text-align: right;">-1</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td style="text-align: right;">-2</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td style="text-align: right;">-4</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td style="text-align: right;">Inc.</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	Health Levels										-0	□	□	□	□	□	□	□	□	□	-1	□	□	□	□	□	□	□	□	□	-2	□	□	□	□	□	□	□	□	□	-4	□	□	□	□	□	□	□	□	□	Inc.	□	□	□	□	□	□	□	□	□
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Colleges

<b>The House of Journeys</b>		<b>The House of Serenity</b>		<b>The House of Battles</b>	
The Captain	○○○○○	The Ewer	○○○○○	The Banner	○○○○○
The Gull	○○○○○	The Lovers	○○○○○	The Gauntlet	○○○○○
The Mast	○○○○○	The Musician	○○○○○	The Quiver	○○○○○
The Messenger	○○○○○	The Peacock	○○○○○	The Shield	○○○○○
The Ship's Wheel	○○○○○	The Pillar	○○○○○	The Spear	○○○○○
<b>The House of Secrets</b>		<b>The House of Endings</b>			
The Guardians	○○○○○	The Corpse	○○○○○		
The Key	○○○○○	The Crow	○○○○○		
The Mask	○○○○○	The Haywain	○○○○○		
The Sorcerer	○○○○○	The Rising Smoke	○○○○○		
The Treasure Trove	○○○○○	The Sword	○○○○○		

Resplendent Destinies

Wear	College	Identity	Duration	Endurance	Resplendencies
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Advanced

Enhancing the Prayer Roll

Charms: Only specific charms work.  
 Extended Prayer: A grand and long-winded ceremony (+1 dice to Prayer)  
 Petition: Cost: resources 2. Skills: Wits + Linguistics or Craft[Air]. Difficulty: 2 (if hurried: 4). Bonus: +5 successes: -1 to Prayer diff., +10 successes: -3 to Prayer diff.  
 Cosignatories: +1 dice to Prayer from each signature of support. Skill to sign: Wits + Linguistics or Craft [Air]. Max signatures: one from each other caste + Essence initiates from same collage + 1 Solar and 1 Lunar  
 Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll

Compose Plans: Time: 1 full day, extra plans: twice as long as the previous. Skill: Intelligence + Craft[Fate]. Difficulty per plan: Essence of highest being affected. Bonus: 1 dice to Effect for each fraction of 4 successes  
 Compute Horoscopes: Skill: Intelligence + Occult. Bonus: 1 dice to Effect for each fraction of 4 successes  
 Ritual Behavior: Donning a resplendent destiny of the same Collage for 3 days adds 3 dice to Effect  
 Multiple Sidereals: Others must be cosigners and have dots in that collage, each adds Essence in dice to Effect

Paradox

Gaining Paradox:  
 Wearing a resplendent destiny with anima banner at level 4-7 (1 point), at level 8-10 (3 points, destiny recede). Use of some Resplendencies (see specific Resplendency).  
 Dissipating Paradox:  
 Wrapped fly (-1 point): 8+25 hour ritual, with no essence use, with no protection of Loom-enforced causality.  
 Wrapped Diamond (Paradox = 0): Cost 1xp and 1 Intimacy.







## Possessions

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## Experience

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

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

## Spent on:


## Description

Age, actual:

Age, apparent:

Height:

Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

## Picture

## History

