





## Social Traits

Dodge MDV:  
(Wp + Integrity + Essence + spe.) / 2

Join Combat:  
Wits + Awareness

Willpower: ○○○○○○○○○○  
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## Social Attacks

Ability	Speed	Acc (Cha / Man)	PM DV (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:  $10 * (\text{Dexterity} + 6 - \text{Armor mobility})$  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  $10 * (\text{Dexterity} - \text{Armor mobility})$  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.

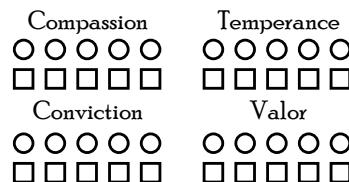
## Effects of Social Attacks

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



Flawed Fate: \_\_\_\_\_ Limit points  
Duration: \_\_\_\_\_ □□□□□□□□□□  
Primary Virtue: \_\_\_\_\_  
Near other Sidereals: \_\_\_\_\_  
Fate: \_\_\_\_\_

## Intimacies

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## Motivation







## Languages

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## Charms





## Languages

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## Combos





## Languages

# Sorcery





## Languages

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Artifacts & Panoply





## Languages

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## Backgrounds

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## Familiar OOOOO O

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											
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-1	<input type="checkbox"/>										
-2	<input type="checkbox"/>										
-3	<input type="checkbox"/>										
-4	<input type="checkbox"/>										
Inc.	<input type="checkbox"/>										





## Languages

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# Manse & Hearthstones







Cancelling Astrology

Must submit a cancellation order that should preferably be made at the same time as the initial petition.

Cosignatories and counter signatories will immediately know. If created by multiple Sidereals, all must be present at the cancellation Prayer roll difficulty: 3

Outside Fate

Creatures outside fate are invalid targets for astrology  
In Bordermarches or Shadowlands: all rolls are at +½ difficulty  
In Middlemarches, the Underworld or Autochthonia: all rolls are at +¾ difficulty  
In Deep Wyld, Chaos, Malfeas and the Labyrinth: astrology effects becomes impossible

## Destinies





### Possessions

#### Experience

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

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

Spent on:


#### Description

Age, actual:

Height:

Gender:

Age, apparent:

Weight:

Eyes:

Hair:

Homeland:

Skin:

#### Picture

#### History

