



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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

Abilities

Journeys			Serenity			Battles		
<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 _____ ○○○○○○			
Secrets			Endings			Other		
<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

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Personal: /

Peripheral: /

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 when no peripherally essence is used
 Anima power cost 1 mote

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 ○○○○○ □□□□□	Flawed Fate: _____	Limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Primary Virtue: _____	
		Near other Sidereals: _____	
		Fate: _____	

Intimacies

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Motivation





Bashing Soak:
Stamina + Armor (B)

Soak and Defense

Lethal Soak:
Stamina / 2 + Armor (L)

Aggravated Soak:
Armor (L)

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

Join Combat:
Wits + Awareness

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.

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

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.





Colleges

The House of Journeys			The House of Serenity			The House of Battles		
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	_____	○○○○○
The House of Secrets			The House of Endings					
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

(Charisma + Performance, diff: 6)

- 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 College + 1 Solar and 1 Lunar
- Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll

(Essence + College)

- 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 College for 3 days adds 3 dice to Effect
- Multiple Sidereals: Others must be cosigners and have dots in that College, 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

Experience

Description

Total: _____

Total spent: _____

Age, actual:

Height:

Gender:

Age, apparent:

Weight:

Spent on:

Eyes:

Hair:

Homeland:

Skin:

Picture

History

