



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

<input type="checkbox"/> Strength _____	<input type="checkbox"/> Charisma _____	<input type="checkbox"/> Perception _____
<input type="checkbox"/> Dexterity _____	<input type="checkbox"/> Manipulation _____	<input type="checkbox"/> Intelligence _____
<input type="checkbox"/> Stamina _____	<input type="checkbox"/> Appearance _____	<input type="checkbox"/> Wits _____

Abilities

Warfare	Labor	Learning
Archery _____	Craft _____	Bureaucracy _____
Athletics _____	Larceny _____	Investigation _____
Awareness _____	Linguistics _____	Lore _____
Dodge _____	Performance _____	Medicine _____
Integrity _____	Presence _____	Occult _____
Martial Arts _____	Ride _____	_____
Melee _____	Sail _____	_____
Resistance _____	Socialize _____	_____
Thrown _____	Stealth _____	_____
War _____	Survival _____	_____

Essence

Anima Effects

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Personal: /

Peripheral: /

Anima Banner

Anima Banner Levels

- 1 – 3 motes: Soulgem sparks
Perception + Awareness to notice
- 4 – 7 motes: Soulgem arcs
Stealth at -2e difficulty
- 8 – 10 motes: Mild aura
Stealth impossible
Magical Material dissipate after Essence actions
- 11 – 15 motes: Radiant aura
Anima power auto-activation
Magical Material dissipate after 2 hour
- 16+: Iconic aura
Fades when no peripherally essence is 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

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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)	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
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Conviction	Valor
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- Transhuman Essence (1 points per Essence over 5)
- Suppressing Virtue at 3+ (1 points), voluntary fail Virtue at 3+ (2 points)
- Forsaking humanity (1 point per week)
- Charms with the Exemplar keyword (variable)
- 25 hours spend outside Autochthonia (1 point)
- Human Contact for a scene (-1 point for a Compassion roll + 1 dice if positive Intimacy)
- Embrace Virtue (1 point to channel a Virtue)

Limit points

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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



Charm Slots



General Slots: /

Dedicated Slots: /

Charms

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Languages



Arrays

Array	Cost	Charms





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Artifacts & Panoply

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Backgrounds

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Familiar ○○○○○○

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ○○○○○○○○○○○○
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Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

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Notes:

Health Levels

-0 □□□□□□□□
-1 □□□□□□□□
-2 □□□□□□□□
-4 □□□□□□□□
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Elemental Cores

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Possessions



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Experience

Description

Total: _____

Total spent: _____

Age, actual:

Height:

Gender:

Age, apparent:

Weight:

Spent on:

Large empty box for Spent on, divided into three horizontal sections

Eyes:

Hair:

Homestate:

Skin:

Picture

History

