



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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○○○ _____	○○○ _____
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○○○ _____	○○○ _____
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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

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#### Temperance

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#### Conviction

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#### 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)

**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





### Charm Slots

General Slots: /

Dedicated Slots: /

### Charms

Use	Charm	Cost	Duration	Type	Keywords	Effect
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### Arrays

Array	Cost	Charms

### Protocols

Protocol	Cost	Type	Duration	Target	Effect





Languages

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Artifacts

Rating	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		

Elemental Cores

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: O O O O O O O O O O  
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

[ ]

Notes:

Health Levels

-0	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
-1	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
-2	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
-4	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Inc.	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]



Possessions



Empty box for Possessions

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

