

	 Advanced 	
Health Levels		Specialties
-0i Bruised 🔲 🔲	000	000
-1i Hurt 🔲 🔲	000	000
	000	000
-2i Wounded 🔲 🔲	000	000
	000	000
-4i Crippled 🔲	000	000
Incapacitated	000	000
Dying DDDD	000	000
Healing Times, for each health level	000	000
Bashing: 12 hours per level	000	000
Lethal and Aggravated: -0: 1 day, -1: 1 week, -2: 2 weeks, -4 and incapacitated: 1 month	000	000
Dying: Losing one dying level per 5 ticks, can be saved with a	000	000
Wits + Medicine, diff: 5 + (number of dying levels lost)		.1.





Social Traits

Dodge MDV: (Wp + Integrity + Essence + spe.) / 2 Join Combat: Wits + Awareness

Willpower: 00000000

inpower.	\sim	\smile								

		200	cial 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.

	Vir	tues 		
Compassion OOOOO	Conviction O O O O O □ □ □ □ □ □	Temperance 00000	Valor 00000 00000	
	Intim	acies ————————————————————————————————————		UNITED S
	Motiv	vation		6.00.00.00





Bashing Soak:

Stamina + Armor (B)

Soak and Defense

Lethal Soak: 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	Туре	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

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.

In Combat 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 (-le to -4e): Make the 'Z' on an opponent

Sweeping (-1e): Target must test for knockdown

Action Options (Speed / DV modifier)

 $A_{im}(3/-1)$: +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 (3/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





П000000
\square 000000
\square 000000

	\1	
(harms	
	.narms	

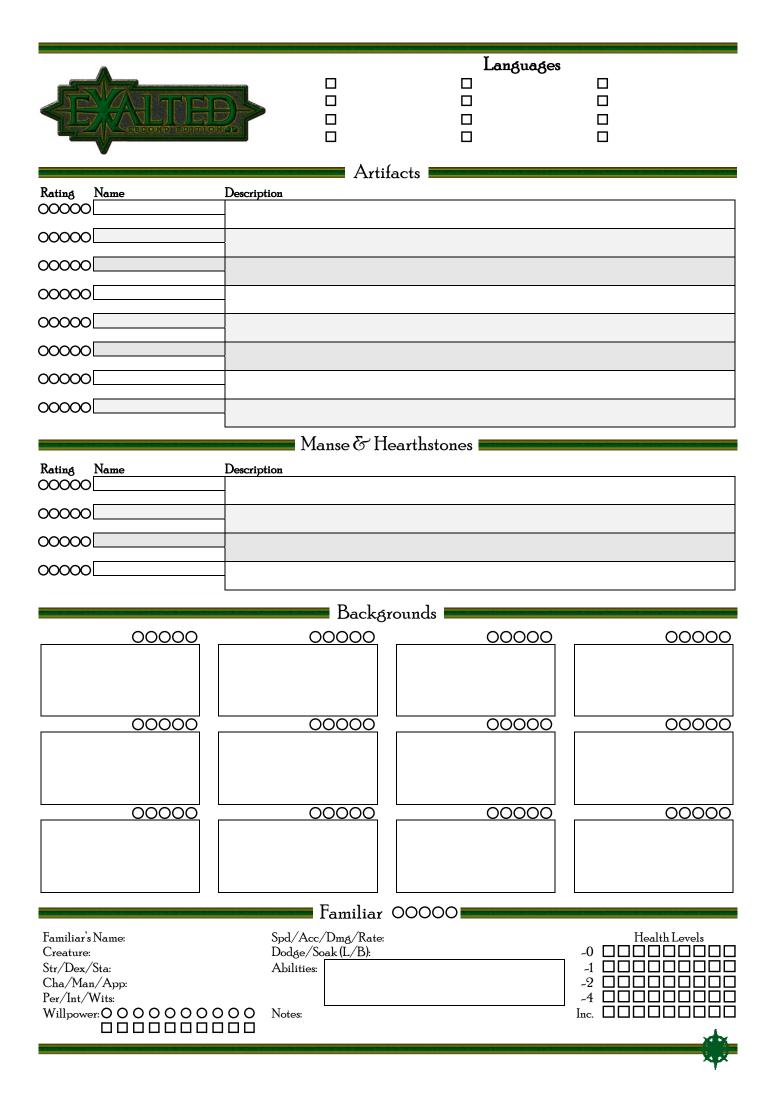
OI.				77 1	
Charm	Cost	Duration	Туре	Keywords	Effect

		Combos Combos
Combo	Cost	Charms
	1	

Sorcery ==

Sorcery	Cost	Duration	Туре	Target	Effect





A		Pos	sessions
CENTRE CHOILE			
Experience Experience			Description ————————————————————————————————————
Total:		Age:	XA71 .
Total spent:		Height: Gender:	Weight:
Spent on:		Eyes:	
		Feathers:	
		Hide color:	
		Home:	
			Picture
			1100000
		<u></u>	
NAMES OF STREET AND STREET OF STREET ASSOCIATION OF STREET ASSOCIATION OF STREET	Ti	story =====	TO STATE OF THE PARTY OF THE PA

