



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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

Abilities

Diplomat			Entertainer			Warrior		
<input type="checkbox"/> Linguistics _____ ○○○○○○ ○○	<input type="checkbox"/> Investigation _____ ○○○○○○ ○○	<input type="checkbox"/> Archery _____ ○○○○○○ ○○	<input type="checkbox"/> Occult _____ ○○○○○○ ○○	<input type="checkbox"/> Larceny _____ ○○○○○○ ○○	<input type="checkbox"/> Martial Arts _____ ○○○○○○ ○○	<input type="checkbox"/> Ride _____ ○○○○○○ ○○	<input type="checkbox"/> Medicine _____ ○○○○○○ ○○	<input type="checkbox"/> Melee _____ ○○○○○○ ○○
<input type="checkbox"/> Socialize _____ ○○○○○○ ○○	<input type="checkbox"/> Performance _____ ○○○○○○ ○○	<input type="checkbox"/> Presence _____ ○○○○○○ ○○	<input type="checkbox"/> Thrown _____ ○○○○○○ ○○	<input type="checkbox"/> Stealth _____ ○○○○○○ ○○	<input type="checkbox"/> War _____ ○○○○○○ ○○			
Worker			Casteless			Other		
<input type="checkbox"/> Bureaucracy _____ ○○○○○○ ○○	<input type="checkbox"/> Athletics _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> Craft _____ ○○○○○○ ○○	<input type="checkbox"/> Awareness _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> Integrity _____ ○○○○○○ ○○	<input type="checkbox"/> Dodge _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○
<input type="checkbox"/> Lore _____ ○○○○○○ ○○	<input type="checkbox"/> Sail _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> Resistance _____ ○○○○○○ ○○	<input type="checkbox"/> Survival _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○	<input type="checkbox"/> _____ ○○○○○○ ○○

Disadvantages

Inversion

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Personal: _____ / _____

Oaths

Breaking an Oath
Suffer the same effect as breaking an Eclipse Oath.

Getting around an Oath
If freely sworn: (Essence of sworn to) penalty to actions.
If hastily sworn: no penalty to actions.

Calcification

Raksha with an Assumption
Lose one mote of essence per day in Creation. A pennant from a Freehold negates this.

Raksha without an Assumption
Lose one mote of Essence per scene in Creation.

Unshaped Raksha
Lose one mote of Essence per tick in Creation.

Once the Raksha is out of temporary Essence she loses Permanent Essence at the same rate.

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





Default Shaping Rolls

Cup shaping: [Appearance , Charisma, or Manipulation] + any Entertainer ability

Ring shaping: [Intelligence, Perception, or Wits] + any Worker ability

Staff shaping: [Appearance, Charisma, or Intelligence] + any Diplomat ability

Sword shaping: [Dexterity, Stamina, or Strength] + any Warrior ability

Consequence

Shaping Health Levels

Cup	<input type="checkbox"/>
Compassion + Cup	<input type="checkbox"/>
Ring	<input type="checkbox"/>
Temperance + Ring	<input type="checkbox"/>
Staff	<input type="checkbox"/>
Conviction + Staff	<input type="checkbox"/>
Sword	<input type="checkbox"/>
Valor + Sword	<input type="checkbox"/>

Healing Times
 Cup, Ring, and Sword:
 Heals one level at the end of every tale.
 Staff: Heals all Staff damage at the end of a tale.

Ravages

Incumbrances

Graces

Cup

Ring

Heart

Staff

Sword

Cup

Feeding Grace(s)
 Ring

Staff

Sword

Permanent Mutations

Mutation name	Speed	Cost	Type	Effect

Alternative Targets

Against a Waypoint

Waypoints suffer the full effect of a shaping attack with only a single damage success.

Ravishing: Gain one mote of Essence. Raksha feeding on the virtue of that waypoint will feel like being in Creation

Incumbering: Any Raksha that enters that waypoint will act after the Incumbering

Snaring: A waypoint cannot be snared

Vexing: Claims dominion over the waypoint.

Against a Creation-born

Creation-born have shaping DV = 0

If raw damage of attack exceeds Creation-born's (Willpower + Essence), the Creation-born suffer the full effect of the attack, else nothing.

Additional:

Charms that affect soak affects the Creation-born's (Willpower + Essence)

Piercing attacks halve the Creation-born's Willpower

Lunar and Sidereal exalted gains +4

Abyssal, Alchemical, Infernal, and Solar exalted gains +6

Exceptions:

Ravished Creation-born where the effects dictates to spend Willpower equal to her Cup only have to spend 2 points if the Creation-born have no Cup rating

Ravishment is a Crippling effect

For the purpose of vexation, all Creation-born have Sword 1

Only one successful attack of each type may be performed

Bonus to Creation-born's defence:

Dragon-Blooded gains +2





Heart DV (Dodge):
 ((Willpower / 2) + Dodge + Essence, if 2+) / 2

Join Combat:
 Sum of feeding Graces

Shaping Weapons

Shaping Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

Armor

Armor	Soak	Fatigue	Mobility	Notes

Wearing armor

For every tale in which a raksha persists in wearing shaping armor past the first, she suffers a cumulative -1 internal penalty to all shaping actions, up to a maximum penalty of the armor's fatigue value. Tales spent without performing a single shaping action don't increase the penalty. Remember that moving from one waypoint to another is a shaping action. A character spending an entire tale without wearing any shaping armor resets the penalty to 0.

Cup Soak:

Appearance + Willpower

Staff Soak:

Appearance + Willpower

Ring Soak:

Wits + Willpower

Sword Soak:

Stamina + Willpower

In Shaped Combat

Entanglement

If clinch is successful victim is Inactive, attacker can choose to:

Break hold: Force opponent to leave the waypoint, or release the victim.

Crush: Damage + additional successes from attack, Piercing.

Hold: Keep holding her opponent.

On additional actions: Opposed Ability + Ability to control the clinch.

Lose Combat

Cup: is Ravished. Will be unable to exert a Virtue in a specific situation.

The attacker gainst 10 motes.

Ring: suffer an Incumbrance. Must follow a given task.

Staff: is Snared. Futher Staff damage is choosen (by attacker) as Cup, Ring or Sword damage.

Sword: is Vexed. The attacker can seize one or more artifacts, possessions, waypoints or grace form the target.

Action Options (Speed/DV modifier)

Aim (3/-1): +1D per tick, may be aborted to attack

Attack (weapon/-1): Attack a target

Attune Grace (6/none): Attune to a Grace. 6 Attune Grace

actions are needed. Only one Attune Grace action per flurry

Donning Shaping Armor (6/-3): Takes armors fatigue Donning Shaping Armor actions

Flurry (longest action/sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted

Inactive (5/special): DV = 0

Join Shaping Battle (varies/-0): Wits + Awareness.

Speed: highest roll - own success. Max 6 ticks, min 0 ticks

Journey (5/none): Move from one Waypoint to any adjacent waypoint

Miscellaneous Action (5/-1 to -3): Do something else

Ready Shaping Weapon (5/none): Ready a weapon (and stow another weapon). Weapons with the N tag can be reflexively readied.





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 ○○○○○ □□□□□	Lure: _____	The Curse of Stubbornness (Willpower) Condition: When Spending Willpower to resist unnatural mental influence. Duration: Always in effect Penalty: Will lose 1 channel of the appropriate Virtue
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Condition: _____	
		Duration: _____	
		Penalty: _____	

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.

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



Languages



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Charms

Charm	Cost	Duration	Type	Keywords	Effect

Combos

Combo	Cost	Charms





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		

Manse & Freeholds

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:	Spd/Acc/Dmg/Rate:	Health Levels
Creature:	Dodge/Soak (L/B):	-0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Str/Dex/Sta:	Abilities:	-1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cha/Man/App:	[]	-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Per/Int/Wits:		-4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Willpower: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Notes:	Inc. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>





Possessions

[Empty box for Possessions]

Experience

Total: _____

Total spent: _____

Spent on:

[Large empty box for Spent on, divided into four horizontal sections]

Description of Shaped form

Age, by Creation time:

Age, apparent:

Height:

Weight:

Gender:

Aspect:

Eyes:

Hair:

Home Count:

Skin:

Picture

History

