



Name: _____ Concept: _____

Player: _____ Heritage: _____

Profession: _____

Attributes

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

Abilities

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

Essence

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Personal: _____ /

Peripheral: _____ /

Anima Banner

Anima Banner Levels

8 – 10 motes: Mild aura

Stealth impossible

11 – 15 motes: Bonfire aura

16+: Iconic aura

Fades then not peripherally essence used

Mortals must roll Valor not to be

overcome for a scene (Abyssal Half-Caste only).

Sidereal Half-Caste levels are one higher than normal.

Essence Use

A mortal can freely access the first 1/3 of her

Essence pool.

A point of Willpower is needed to access the last 2/3.

Advanced

Health Levels

-0i Bruised ☐ ☐ ☐ ☐ ☐ ☐

-1i Hurt ☐ ☐ ☐ ☐ ☐ ☐

-2i Wounded ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

-4i Crippled ☐

Incapacitated ☐

Dying ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Healing Times, for each health level

Bashing: 12 hours per level

Lethal and Aggravated: -0: 1 day, -1: 1 week,

-2: 2 weeks, -4 and incapacitated: 1 month

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

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Conviction

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Temperance

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Valor

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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.

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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Artifacts

Rating	Name	Description
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Manse & Hearthstones

Rating	Name	Description
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Backgrounds

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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

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Experience

Total: _____

Total spent: _____

Spent on:

Description

Age:

Height:

Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

Picture

History

