



Name: \_\_\_\_\_ Concept: \_\_\_\_\_

Player: \_\_\_\_\_ Caste: \_\_\_\_\_

## Attributes

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|--|---|---|
| <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

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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)

Limit points

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- Human Contact for a scene (-1 point for a Compassion roll + 1 dice if positive Intimacy)
- Embrace Virtue (1 point to channel a Virtue)

## 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 |
|--------|-------|-----|--------|-----|------|-------|------|-------|
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## Armor

| Armor | Type | Soak (L/B) | Hardness | Fatigue | Mobility | Notes |
|-------|------|------------|----------|---------|----------|-------|
|       |      |            |          |         |          |       |
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## 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





General Slots: /

Dedicated Slots: /

# Charms





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# Arrays





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## Protocols





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## Artifacts & Panoply





## Languages

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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:

Notes:

Health Levels

-0 □□□□□□□□□□

-1 □□□□□□□□□□

-2 □□□□□□□□□□

-4 □□□□□□□□□□

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## Elemental Cores





## Possessions

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## Experience

Total: \_\_\_\_\_

Total spent: \_\_\_\_\_

## Spent on:

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## Description

Age, actual:

Age, apparent:

Height:

Weight:

Gender:

Eyes:

Hair:

Homestate:

Skin:

## Picture

## History

