



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

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

Abilities

Dawn		Zenith		Twilight	
☐ Archery _____	○ ○ ○ ○ ○	☐ Integrity _____	○ ○ ○ ○ ○	☐ Craft _____	○ ○ ○ ○ ○
☐ Martial Arts _____	○ ○ ○ ○ ○	☐ Performance _____	○ ○ ○ ○ ○	☐ Investigation _____	○ ○ ○ ○ ○
☐ Melee _____	○ ○ ○ ○ ○	☐ Presence _____	○ ○ ○ ○ ○	☐ Lore _____	○ ○ ○ ○ ○
☐ Thrown _____	○ ○ ○ ○ ○	☐ Resistance _____	○ ○ ○ ○ ○	☐ Medicine _____	○ ○ ○ ○ ○
☐ War _____	○ ○ ○ ○ ○	☐ Survival _____	○ ○ ○ ○ ○	☐ Occult _____	○ ○ ○ ○ ○
Night		Eclipse		Other	
☐ Athletics _____	○ ○ ○ ○ ○	☐ Bureaucracy _____	○ ○ ○ ○ ○	☐ _____	○ ○ ○ ○ ○
☐ Awareness _____	○ ○ ○ ○ ○	☐ Linguistics _____	○ ○ ○ ○ ○	☐ _____	○ ○ ○ ○ ○
☐ Dodge _____	○ ○ ○ ○ ○	☐ Ride _____	○ ○ ○ ○ ○	☐ _____	○ ○ ○ ○ ○
☐ Larceny _____	○ ○ ○ ○ ○	☐ Sail _____	○ ○ ○ ○ ○	☐ _____	○ ○ ○ ○ ○
☐ Stealth _____	○ ○ ○ ○ ○	☐ Socialize _____	○ ○ ○ ○ ○	☐ _____	○ ○ ○ ○ ○

Essence

Anima Effects

○ ○ ○ ○ ○

Personal: / /

Peripheral: / /

Overdrive: /

Anima Banner

Anima Banner Levels

1 – 3 motes: Weak caste mark
Perception + Awareness to notice
4 – 7 motes: Strong caste mark
Stealth at -2e difficulty
8 – 10 motes: Mild aura
Stealth impossible
11 – 15 motes: Bonfire aura
Anima power auto-activation
16+: Iconic aura
Fades when no peripherally essence is used

Advanced

Health Levels

-0i Bruised ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-1i Hurt ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-2i Wounded ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-4i Crippled ☐
Incapacitated ☐
Dying ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Specialties

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

Banked actions & Style points

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)





Dodge MDV:
(Wp + Integrity + Essence + spe.) / 2

Social Traits

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 ○○○○○ □□□□□	Temperance ○○○○○ □□□□□	Virtue Flaw: _____	Limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Limit Break Condition: _____	
		Partial Control: _____	
		No Control: _____	

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





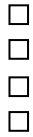
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Charms

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Sorcery

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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 ☐☐☐☐☐☐☐☐☐☐Inc. ☐☐☐☐☐☐☐☐☐☐



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Manse & Hearthstones





Possessions

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Experience

Total: _____

Total spent: _____

Spent on:

Description

Age, actual:

Height:

Gender:

Age, apparent:

Weight:

Eyes:

Hair:

Homeland:

Skin:

Picture

History

