



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

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

## Attributes

Strength \_\_\_\_\_ ○ ○ ○ ○ ○ Charisma \_\_\_\_\_ ○ ○ ○ ○ ○ Perception \_\_\_\_\_ ○ ○ ○ ○ ○  
Dexterity \_\_\_\_\_ ○ ○ ○ ○ ○ Manipulation \_\_\_\_\_ ○ ○ ○ ○ ○ Intelligence \_\_\_\_\_ ○ ○ ○ ○ ○  
Stamina \_\_\_\_\_ ○ ○ ○ ○ ○ Appearance \_\_\_\_\_ ○ ○ ○ ○ ○ Wits \_\_\_\_\_ ○ ○ ○ ○ ○

## Abilities

Dawn		Zenith		Twilight	
<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 _____	○ ○ ○ ○ ○
Night		Eclipse		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

### Anima Effects

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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

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

### 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:  $\pm 1$  to DV  
Attack according to/opposed to dominating Virtue (rate 3+):  $\pm 2$  to DV  
Attack aligned with/violates Motivation:  $\pm 3$  to DV  
Appearance: (Defenders App - Attackers App) to DV (max  $\pm 3$ )  
  
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)

## 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





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# Charms

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# Combos

[illegible]



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# Sorcery

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## Artifacts & Panoply







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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

