



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

<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

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

Essence

Anima Effects

○ ○ ○ ○ ○

Personal: _____ /

Peripheral: _____ /

Anima Banner

Anima Banner Levels

1 – 3 motes: Weak caste mark and tell

Perception + Awareness to notice

4 – 7 motes: Strong caste mark

Tell can't be hidden

Stealth at -2e difficulty

8 – 10 motes: Mild aura

Stealth impossible

Returned to True form

11 – 15 motes: Bonfire aura

Anima power auto-activation

16+: Iconic aura

Fades then no peripherally essence 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

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





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

Social Traits

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

Intimacies

--	--

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



□ □ □ □

4444

☐☐☐☐

Charms

[illegible]



☐

☐

☐

☐

Combos

[illegible]



□ □ □ □

□ □ □ □

□ □ □ □

Sorcery





□ □ □ □

□ □ □ □

□ □ □ □

Artifacts & Panoply





Languages

☐
☐
☐
☐☐
☐
☐
☐☐
☐
☐
☐

Backgrounds

☐☐

Familiar ☐☐☐☐☐☐

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

Notes:

Health Levels

-0 ☐☐☐☐☐☐☐☐☐☐

-1 ☐☐☐☐☐☐☐☐☐☐

-2 ☐☐☐☐☐☐☐☐☐☐

-4 ☐☐☐☐☐☐☐☐☐☐

Inc. ☐☐☐☐☐☐☐☐☐☐





□ □ □ □

□ □ □ □

□ □ □ □

Manse & Hearthstones





Description

--

Warform

Soak

Bashing:
Lethal:
Aggravated:
Dodge DV:

Attributes

Strength:
Dexterity:
Stamina:
Move/Dash:

Weapons in Warform

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

Gifts

Charm name	Commitment cost	Gift effect

Mutations in Warform

Mutation name	Degree	Effect

Fury

Charm name	Fury effect



Shapeshifting

Speed: 5 tick (miscellaneous action).

Cost: to true Human form or Spirit form: 1 mote. To Warform: 5 motes. To other forms: 3 motes

Items on person: will disappear into Elsewhere unless they can be used in the new form.

Traits: uses Strength, Stamina and Appearance of the new form, lowers of Dexterities (human forms use the Lunars own Dexterity), special traits of new form, rest of the traits is the Lunars own.

Heart's Blood ○○○○○○ ○

[illegible]



Possessions

--

Experience

Total: _____

Total spent: _____

Spent on:

Description

Age, actual:

Age, apparent:

Height:

Weight:

Gender:

Tell:

Eyes:

Hair:

Homeland:

Skin:

Picture

History

