



Social Traits

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

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

<p>Compassion ○○○○○ □□□□□</p> <p>Conviction ○○○○○ □□□□□</p>	<p>Temperance ○○○○○ □□□□□</p> <p>Valor ○○○○○ □□□□□</p>	<p>Conditions (roll Essence dice points)</p> <ul style="list-style-type: none"> • Build or maintain positive Intimacies with the living or living as one • Creating a new life or give birth to one • Disobeying the Neverborn • Protecting a living being from harm • Resist unnatural mental influence (only 1 point per scene) 	<p>Resonance points □□□□□□□□□□</p> <ul style="list-style-type: none"> • Using your forsaken name • Using Flawed Virtue (only 1 point) • Reverence to a divine power other than the Neverborn or Oblivion <p>Flawed Virtue:</p>
---	--	--	---

Intimacies

--	--

Motivation





-
-
-
-

-
-
-
-

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.





Possessions

Experience

Description

Total: _____
Total spent: _____

Age, actual: _____ Age, apparent: _____
Height: _____ Weight: _____
Gender: _____
Dark Master: _____
Eyes: _____

Hair: _____

Homeland: _____

Skin: _____

Spent on:

Picture

History

