





## 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 ○○○○○ □□□□□	Temperance ○○○○○ □□□□□	Flawed Fate: _____	Limit points
Conviction ○○○○○ □□□□□	Valor ○○○○○ □□□□□	Duration: _____	□□□□□□□□□□
		Primary Virtue: _____	
		Near other Sidereals: _____	
		Fate: _____	

## Intimacies

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## Motivation













  
  
  
  
  
  

### Languages

  
  
  

### 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.	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□







Colleges

The House of Journeys			The House of Serenity			The House of Battles		
The Captain	_____	○ ○ ○ ○ ○	The Ewer	_____	○ ○ ○ ○ ○	The Banner	_____	○ ○ ○ ○ ○
The Gull	_____	○ ○ ○ ○ ○	The Lovers	_____	○ ○ ○ ○ ○	The Gauntlet	_____	○ ○ ○ ○ ○
The Mast	_____	○ ○ ○ ○ ○	The Musician	_____	○ ○ ○ ○ ○	The Quiver	_____	○ ○ ○ ○ ○
The Messenger	_____	○ ○ ○ ○ ○	The Peacock	_____	○ ○ ○ ○ ○	The Shield	_____	○ ○ ○ ○ ○
The Ship's Wheel	_____	○ ○ ○ ○ ○	The Pillar	_____	○ ○ ○ ○ ○	The Spear	_____	○ ○ ○ ○ ○
The House of Secrets			The House of Endings					
The Guardians	_____	○ ○ ○ ○ ○	The Corpse	_____	○ ○ ○ ○ ○			
The Key	_____	○ ○ ○ ○ ○	The Crow	_____	○ ○ ○ ○ ○			
The Mask	_____	○ ○ ○ ○ ○	The Haywain	_____	○ ○ ○ ○ ○			
The Sorcerer	_____	○ ○ ○ ○ ○	The Rising Smoke	_____	○ ○ ○ ○ ○			
The Treasure Trove	_____	○ ○ ○ ○ ○	The Sword	_____	○ ○ ○ ○ ○			

Resplendent Destinies

Wear	College	Identity	Duration	Endurance	Resplendencies
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Advanced

Enhancing the Prayer Roll

(Charisma + Performance, diff: 6)

- Charms: Only specific charms work.
- Extended Prayer: A grand and long-winded ceremony (+1 dice to Prayer)
- Petition: Cost: resources 2  
Skills: Wits + Linguistics or Craft[Air]  
Difficulty: 2 (if hurried: 4)  
Bonus: +5 successes: -1 to Prayer diff., +10 successes: -3 to Prayer diff.
- Cosignatories: +1 dice to Prayer from each signature of support.  
Skill to sign: Wits + Linguistics or Craft [Air]. Max signatures: one from each caste + Essence initiates from same College + 1 Solar and 1 Lunar
- Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll

(Essence + College)

- Compose Plans: Time: 1 full day, extra plans: twice as long as the previous.  
Skill: Intelligence + Craft[Fate].  
Difficulty per plan: Essence of highest being affected. Bonus: 1 dice to Effect for each fraction of 4 successes
- Compute Horoscopes: Skill: Intelligence + Occult. Bonus: 1 dice to Effect for each fraction of 4 successes
- Ritual Behavior: Donning a resplendent destiny of the same College for 3 days adds 3 dice to Effect
- Multiple Sidereals: Others must be cosigners and have dots in that College, each adds Essence in dice to Effect

Paradox

- Gaining Paradox:  
Wearing a resplendent destiny with anima banner at level 4-7 (1 point), at level 8-10 (3 points, destiny recede).  
Use of some Resplendencies (see specific Resplendency)
- Dissipating Paradox:  
Wrapped fly (-1 point):  
8+25 hour ritual, with no essence use, with no protection of Loom-enforced causality
- Wrapped Diamond (Paradox = 0):  
Cost 1xp and 1 Intimacy  
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## Possessions

## Experience

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

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

## Spent on:


## Description

Age, actual:

Age, apparent:

Height:

Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

## Picture

## History

