



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

Warfare		Labor		Learning	
Archery _____	○○○○○	Craft _____	○○○○○	Bureaucracy _____	○○○○○
Athletics _____	○○○○○	Larceny _____	○○○○○	Investigation _____	○○○○○
Awareness _____	○○○○○	Linguistics _____	○○○○○	Lore _____	○○○○○
Dodge _____	○○○○○	Performance _____	○○○○○	Medicine _____	○○○○○
Integrity _____	○○○○○	Presence _____	○○○○○	Occult _____	○○○○○
Martial Arts _____	○○○○○	Ride _____	○○○○○	_____	○○○○○
Melee _____	○○○○○	Sail _____	○○○○○	_____	○○○○○
Resistance _____	○○○○○	Socialize _____	○○○○○	_____	○○○○○
Thrown _____	○○○○○	Stealth _____	○○○○○	_____	○○○○○
War _____	○○○○○	Survival _____	○○○○○	_____	○○○○○

Essence

Anima Effects

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Personal: /

Peripheral: /

Anima Banner

Anima Banner Levels

- 1 – 3 motes: Soulgem sparks
Perception + Awareness to notice
- 4 – 7 motes: Soulgem arcs
Stealth at -2e difficulty
- 8 – 10 motes: Mild aura
Stealth impossible
Magical Material dissipate after Essence actions
- 11 – 15 motes: Radiant aura
Anima power auto-activation
Magical Material dissipate after 2 hour
- 16+: Iconic aura
Fades when no peripherally essence is 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

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





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

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Temperance

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Conviction

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Valor

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- Transhuman Essence (1 points per Essence over 5)
- Suppressing Virtue at 3+ (1 points), voluntary fail Virtue at 3+ (2 points)
- Forsaking humanity (1 point per week)
- Charms with the Exemplar keyword (variable)
- 25 hours spend outside Autochthonia (1 point)
- Human Contact for a scene (-1 point for a Compassion roll + 1 dice if positive Intimacy)
- Embrace Virtue (1 point to channel a Virtue)

Limit points

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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: ○○○○○○○○○○○○
□□□□□□□□□□

Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

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Notes:

Health Levels

-0 □□□□□□□□
-1 □□□□□□□□
-2 □□□□□□□□
-4 □□□□□□□□
Inc. □□□□□□□□



Possessions



Empty box for Possessions

Experience

Description

Total: _____

Total spent: _____

Age, actual:

Height:

Gender:

Age, apparent:

Weight:

Spent on:

Large empty box for Spent on, divided into three horizontal sections

Eyes:

Hair:

Homestate:

Skin:

Picture

History

