





## 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

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

## Intimacies

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## Motivation



















### Backgrounds


### Familiar

Familiar's Name:	Spd/Acc/Dmg/Rate:	
Creature:	Dodge/Soak (L/B):	
Str/Dex/Sta:	Abilities:	
Cha/Man/App:	Notes:	
Per/Int/Wits:		
Willpower: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Health Levels	
-0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inc.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>







Possessions

Experience

Description

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

Age, actual: \_\_\_\_\_      Age, apparent: \_\_\_\_\_  
Height: \_\_\_\_\_      Weight: \_\_\_\_\_  
Gender: \_\_\_\_\_  
Dark Master: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
  
Hair: \_\_\_\_\_  
  
Homeland: \_\_\_\_\_  
  
Skin: \_\_\_\_\_

Spent on:


Picture

History

