



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

Strength _____ ○○○○○○ Charisma _____ ○○○○○○ Perception _____ ○○○○○○
 Dexterity _____ ○○○○○○ Manipulation _____ ○○○○○○ Intelligence _____ ○○○○○○
 Stamina _____ ○○○○○○ Appearance _____ ○○○○○○ Wits _____ ○○○○○○

Abilities

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

Essence

Anima Effects

○ ○ ○ ○ ○

Personally: /

Peripherally: /

Anima Banner

Anima Banner Levels

1-3 motes: Caste mark glitters
Perception + Awareness, diff. 3, to notice

4-7 motes: Weak caste mark
Perception + Awareness to notice
Astrology at +1e to difficulty

8-10 motes: Strong caste mark
Stealth at -2e to difficulty to spot
Astrology at +2e to difficulty

11-15 motes: Shining aura
Stealth is impossible
Anima power cost 5 motes

16+: Burning halo
Fades when no peripherally essence is used
Anima power cost 1 mote

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 tick, 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: ○○○○○○○○○○○○
□□□□□□□□□□

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 * (Dex. + 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 * (Dex. - Armor mobility) meters per long tick

Additional

- Attack support an Intimacy:** -1 to DV
- Attack according to dominating Virtue (rate 3+):** -2 to DV
- Attack aligned with 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:** Reflexive pay 1 Willpower point to resist.

Effects of Social Attacks

- Building / Eroding Intimacies:** Takes Conviction success full 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

Artifacts

Rate	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		

Manse & Hearthstones

Rate	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		

Backgrounds

OOOOO	OOOOO	OOOOO	OOOOO
OOOOO	OOOOO	OOOOO	OOOOO
OOOOO	OOOOO	OOOOO	OOOOO

Familiar OOOOO

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.





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
<input type="radio"/>					
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Advanced

Enhancing the Prayer Roll
 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 other caste + Essence initiates from same College + 1 Solar and 1 Lunar
 Countersignature from a god: +3 dice to Prayer

Enhancing the Effect Roll
 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

[Empty box for Possessions]

Experience

Description

Total: _____
Total spent: _____

Age, actual: _____ Age, apparent: _____
Height: _____ Weight: _____
Gender: _____

Spent on:

[Large empty box for Spent on]

Eyes: _____
Hair: _____
Homeland: _____
Skin: _____

Picture

History

