Name: _____ Concept: Warrior-scholar

Player: _____ Caste: Dawn

Mark

Attributes

Strength	5+	●	○	○	○	○	Charisma	5+	●	○	○	○	○	Perception	5+	●	○	○	○	○
Dexterity	5+	●	○	○	○	○	Manipulation	5+	●	○	○	○	○	Intelligence	5+	●	○	○	○	○
Stamina	5+	●	○	○	○	○	Appearance	5+	●	○	○	○	○	Wits	5+	●	○	○	○	○

Abilities

Dawn								Zenith								Twilight							
☐	Archery	5+	○	○	○	○	○	☐	Integrity	5+	○	○	○	○	○	☐	Craft-	5+	○	○	○	○	○
☐	Martial Arts	5+	○	○	○	○	○	☐	Performance	5+	○	○	○	○	○	☐	Investigation	5+	○	○	○	○	○
☐	Melee	5+	○	○	○	○	○	☐	Presence	5+	○	○	○	○	○	☐	Lore	5+	○	○	○	○	○
☐	Thrown	5+	○	○	○	○	○	☐	Resistance	5+	○	○	○	○	○	☐	Medicine	5+	○	○	○	○	○
☐	War	5+	○	○	○	○	○	☐	Survival	5+	○	○	○	○	○	☐	Occult	5+	○	○	○	○	○

Night								Eclipse								Other							
☐	Athletics	5+	○	○	○	○	○	☐	Bureaucracy	5+	○	○	○	○	○	☐		5+	○	○	○	○	○
☐	Awareness	5+	○	○	○	○	○	☐	Linguistics	5+	○	○	○	○	○	☐		5+	○	○	○	○	○
☐	Dodge	5+	○	○	○	○	○	☐	Ride	5+	○	○	○	○	○	☐		5+	○	○	○	○	○
☐	Larceny	5+	○	○	○	○	○	☐	Sail	5+	○	○	○	○	○	☐		5+	○	○	○	○	○
☐	Stealth	5+	○	○	○	○	○	☐	Socialize	5+	○	○	○	○	○	☐		5+	○	○	○	○	○

Essence

Anima Effects

Write

5+ ● ○ ○ ○ ○

Personal: / /

Peripheral: / /

Overdrive: /

Calculate

Anima Banner

Anima Banner Levels

1 – 3 motes: Weak caste mark
Perception + Awareness to notice

4 – 7 motes: Strong caste mark
Stealth at -2e difficulty

8 – 10 motes: Mild aura
Stealth impossible

11 – 15 motes: Bonfire aura
Anima power auto-activation

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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Banked actions & Style points

Calculate

Social Traits

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

Join Combat:
Wits + Awareness

Willpower: ●○○○○○○○○○ □□□□□□□□□□

Social Attacks

Calculate

Ability	Speed	Acc (Cha / Man)	PMDV (Cha / Man)	Rate	Notes
Investigation	5			2	
Performance	6			1	Attacks a whole area
Presence	4			2	

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 ●○○○○ □□□□□
Conviction ●○○○○ □□□□□
Valor ●○○○○ □□□□□

Virtue Flaw: Red Rage of Compassion
Duration: _____
Limit Break Condition: _____
Partial Control: _____
No Control: _____

Write

Limit points □□□□□□□□□□

Intimacies

Motivation

Soak and Defense

Calculate

Bashing Soak: Stamina + Armor (B)

Lethal Soak: Stamina / 2 + Armor (L)

Aggravated Soak: Armor (L)

Calculate

Dodge DV: (Dex. + Dodge + Essence + spe.) / 2

Join Combat: Wits + Awareness

Move / Dash: Dex. - armor mobility (+ 6)

Weapons

Calculate

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes	
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
									Melee
Clinch	6	+0	+0B	-	1	-	C,N,P		Martial Arts
Kick	5	+0	+3B	-2	2	-	N		Martial Arts
Punch	5	+1	+0B	+2	3	-	N		Martial Arts

Armor

Armor	Type	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

In Combat

Grappling (Clinch Attack)

If clinch is successful victim is Inactive, attacker can choose to:

Break hold: Throw opponent up to Strength meters away – knockdown check. Or throw to the ground – prone. Or release the victim.

Crush: Strength + additional successes from attack, Piercing bashing.

Hold: Keep holding her opponent.

On additional actions: Opposed Strength or Dexterity + Martial Arts to control the clinch.

Effects

Bleeding: Stamina + Resistance. Difficulty: 2 to stop bleeding

Knock back: 1 meter per 3 raw damage, will be prone

Knockdown: If raw damage > Stamina + Resistance, then: Dexterity or Strength + Athletics or Resistance. Difficulty: 2, will be prone

Stunned: If damage > Stamina, then: Stamina + Resistance. Difficulty: damage – stamina

Special Attacks

Coup de Grace (-1e): Maim instead of killing

Disarming (-2e close or -4e range): Reflexive Wits + Ability to hold on to weapon

Fierce Blows (-1e): +2 lethal or aggravated, or +3 bashing damage to target

Pulling Blows (-1e): Makes lethal or aggravated damage bashing

Showing Off (-1e to -4e): Make the 'Z' on an opponent

Sweeping (-1e): Target must test for knockdown

Action Options (Speed / DV modifier)

Aim (3/-1): +1D per tick, may be aborted to attack

Attack (weapon/-1): Attack a target

Block Movement (5/-1): Contested ([Strength or Dexterity] + Athletics), ties favor the blocker

Change Weapon(s) (weapon/-1): Speed of the slowest weapon

Climb, Swim (3/-2): Move: (Dex. - Armor mobility) / 2 meters per tick

Coordinated Attack (5/-0): Charisma + War, diff: number of participants / 2

Dash(3/-2): Sprint: Dex. + 6 - Armor mobility meters per tick

Defend Another (5/-1): Range: Dex. Meters. Dodge not usable. Attack has to get through all DVs to a target or defender

Flurry (longest action/sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted

Inactive (5/special): DV = 0

Join Battle (varies/-0): Wits + Awareness. Speed: highest roll – own success. Max 6 ticks, min 0 ticks

Jump (5/-1): Up: Strength + Athletics meters. Ahead: 2 * Up

Miscellaneous Action (5/-1 to -3): Do something else

Move (0/none): Move Dex. - Armor mobility meters per tick

Read Strategy (5/-0): Perception + War, diff: opponents (Manipulation + War) / 2

Rising from prone (5/-1): Will be at -1e when prone

Range shooting (varies e): x = weapon listed range. Range: 0x –> 1x: -0e, 1x –> 2x: -1e, 2x –> 3x: -2e

Charms

Charm	Cost	Duration	Type	Keywords	Effect

Combos

Combo	Cost	Charms

Sorcery

Sorcery	Cost	Type	Duration	Target	Effect

Artifacts & Panoply

Rating	Name	Description
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Backgrounds

Salary ○○○○○ ○

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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:

Notes:

Health Levels

-0	☐☐☐☐☐☐☐☐☐
-1	☐☐☐☐☐☐☐☐☐
-2	☐☐☐☐☐☐☐☐☐
-4	☐☐☐☐☐☐☐☐☐
Inc.	☐☐☐☐☐☐☐☐☐

Manse & Hearthstones

Rating	Name	Description
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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