



Name: \_\_\_\_\_ Concept: \_\_\_\_\_

Player: \_\_\_\_\_ Breed: \_\_\_\_\_

### Attributes

Strength \_\_\_\_\_ ○○○○○ Charisma \_\_\_\_\_ ○○○○○ Perception \_\_\_\_\_ ○○○○○  
 Dexterity \_\_\_\_\_ ○○○○○ Manipulation \_\_\_\_\_ ○○○○○ Intelligence \_\_\_\_\_ ○○○○○  
 Stamina \_\_\_\_\_ ○○○○○ Appearance \_\_\_\_\_ ○○○○○ Wits \_\_\_\_\_ ○○○○○

### Abilities

War		Life		Wisdom	
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<input type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Integrity _____ ○○○○○	<input type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Ride _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Melee _____ ○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Sail _____ ○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
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### Essence

Breed Traits

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Essence pool: /

Limits

Essence	Personality	Max. Int. & Path rating
1	Bestial, no memories	1
2	Fully civilized	3
3-5	Has past life memories	5
6	Clear memories, max virtues 6	6

### Advanced

Health Levels

-0i Bruised    
 -1i Hurt    
  
 -2i Wounded    
   
 -4i Crippled   
 Incapacitated   
 Dying

Healing Times, for each health level  
 Bashing: 12 hours per level  
 Lethal and Aggravated: -0: 1 day, -1: 1 week,  
 -2: 2 weeks, -4 and incapacitated: 1 month  
 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	Conviction	Temperance	Valor
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## Intimacies

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## Motivation





**Bashing Soak:**  
Stamina + Armor (B)

### Soak and Defense

**Lethal Soak:**  
Armor (L)

**Aggravated Soak:**  
Armor (L)

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

**Join Combat:**  
Wits + Awareness

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

### Weapons

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

### 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 (5/-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 (5/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





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Charms

Charm	Cost	Duration	Type	Keywords	Effect





Languages

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Combos

Combo	Cost	Charms







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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

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Possessions

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Experience

Description

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

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

Age:

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Gender:

Weight:

Spent on:

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Feathers:

Hide color:

Home:

Picture

History

