



Name: _____ Concept: _____

Player: _____ Breed: _____

Attributes

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

Abilities

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

Essence

Breed Traits

○ ○ ○ ○ ○

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

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





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 * (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
○○○○○○○
□□□□□□

Intimacies

--	--

Motivation





Languages

<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"/>	<input type="checkbox"/>

Artifacts

Rating	Name	Description
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		
OOOOO		

Manse & Hearthstones

Rating	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	<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"/>	<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"/>	<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"/>	<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"/>	<input type="checkbox"/>



Possessions



Experience

Description

Total: _____

Total spent: _____

Age:

Height:

Gender:

Weight:

Eyes:

Feathers:

Hide color:

Home:

Spent on:

Picture

History

