ATTRIBUTES

STRENGTH	●○○○○	CHARISMA	●○○○○	PERCEPTION	●○○○○
DEXTERITY	●○○○○	MANIPULATION	●○○○○	INTELIGENCE	●○○○○
STAMINA	●○○○○	APPEARANCE	●○○○○	WITS	●○○○○

PERSONALITY

ABILITIES

			1st	2nd	3rd	Terr. Reinf.
AIR	☐ LINGUISTICS	○○○○○	☐	☐	☐	☐
	☐ LORE	○○○○○	☐	☐	☐	☐
	☐ OCCULT	○○○○○	☐	☐	☐	☐
	☐ STEALTH	○○○○○	☐	☐	☐	☐
	☐ THROWN	○○○○○	☐	☐	☐	☐
EARTH	☐ AWARENESS	○○○○○	☐	☐	☐	☐
	☐ CRAFT		☐	☐	☐	☐
	_____	○○○○○				
	_____	○○○○○				
	_____	○○○○○				
	_____	○○○○○				
	_____	○○○○○				
	☐ INTEGRITY	○○○○○	☐	☐	☐	☐
	☐ RESISTANCE	○○○○○	☐	☐	☐	☐
	☐ WAR	○○○○○	☐	☐	☐	☐
FIRE	☐ ATHLETICS	○○○○○	☐	☐	☐	☐
	☐ DODGE	○○○○○	☐	☐	☐	☐
	☐ MELEE	○○○○○	☐	☐	☐	☐
	☐ PRESENCE	○○○○○	☐	☐	☐	☐
	☐ SOCIALISE	○○○○○	☐	☐	☐	☐
WATER	☐ BUREAUCRACY	○○○○○	☐	☐	☐	☐
	☐ INVESTIGATION	○○○○○	☐	☐	☐	☐
	☐ LARCENY	○○○○○	☐	☐	☐	☐
	☐ MARTIAL ARTS	○○○○○	☐	☐	☐	☐
	☐ SAIL	○○○○○	☐	☐	☐	☐
WOOD	☐ ARCHERY	○○○○○	☐	☐	☐	☐
	☐ MEDICINE	○○○○○	☐	☐	☐	☐
	☐ PERFORMANCE	○○○○○	☐	☐	☐	☐
	☐ RIDE	○○○○○	☐	☐	☐	☐
	☐ SURVIVAL	○○○○○	☐	☐	☐	☐

MOTIVATION

INTIMACIES

VIRTUES

PERMANENT ESSENCE ●●○○○

WILLPOWER ●●○○○ ○○○○○ ☐☐☐☐☐ ☐☐☐☐☐ (Sum of two highest virtues)

LIMIT ☐☐☐☐☐ ☐☐☐☐☐

☐ COMPASSION	●○○○○ ☐☐☐☐☐	☐ TEMPERANCE	●○○○○ ☐☐☐☐☐
☐ CONVICTION	●○○○○ ☐☐☐☐☐	☐ VALOUR	●○○○○ ☐☐☐☐☐

SPECIALITIES

COMBAT

ATTACKS

	Speed	Attack: Accuracy	Attack: Total	Attack: Excl.	Damage: Weapon	Damage: Base	Damage: Type	Defense: Weapon	Defense: Total	Rate	Range
Punch	5	+1			0		B	+2		3	0
Kick	5	+0			3		B	-2		2	0
Clinch	6	+0			0		B	+0		1	0
		Dex. + Ability				Str.			Dex. + Ability		

JOIN BATTLE ☐ (Wits + Aware.) Excl. ☐

DODGE DV ☐ ((Dex. + Dodge + Essence)/2) Excl. ☐

PARRY DV ☐ (Defense/2) Excl. ☐

KNOCKDOWN Threshold. ☐ (Sta. + Res.) Pool ☐ ([Sta. or Dex.] +[Ath. or Res.])

STUNNING Threshold. ☐ (Sta.) Pool ☐ (Ita. + Res.)

MOB. PEN. ☐

Steps in Combat:

1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/ Apply defenses
6. Defense reroll
7. Claculate raw damage
8. Apply hardness and soak then roll damage
9. Counterattack
10. Apply damage, knockdown, and stunning

	MOVE	DASH	JUMP: Horizontal	JUMP: Vertical	WOUND PENALTY
	☐	☐	☐	☐	-0
	☐	☐	☐	☐	-1
	☐	☐	☐	☐	-2
	☐	☐	☐	☐	-4
	Dex.	Dex. + 6	(Str. + Ath.)x2	Str. + Ath.	INCAPACITATED

Bashing Damage heals one health level per 3 hours. Lethal healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 , Incap= 1 week). Double if not resting. Agg. Cannot be healed magically.

Health Levels

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Sta.

▨ Bashing ☒ Lethal ☒ Lethal

	B	L	A
Base Soak (Sta.)/(Sta/2)	☐	☐	0
Other _____	☐	☐	☐
NATURAL TOTAL	☐	☐	☐

	Ordinary	Piercing	Ordinary	Piercing	
Armour Soak	☐	☐	☐	☐	☐
Other _____	☐	☐	☐	☐	☐
FINAL TOTAL	☐	☐	☐	☐	☐

HARDNESS ☐ ☐

0	1	2	3	+2 STEALTH DIFFICULTY 4	5	6	7	STEALTH IMPOSSIBLE 1D/min L (Exalts Immune) 8	9	10	ANIMA ACTIVATES 11	12	13	14	15	1D/tick L (Exalts Immune) 16+

Personal Essence: 90 80 70 60 50 40 30 20 10 00 9 8 7 6 5 4 3 2 1 0

Peripheral Essence: 90 80 70 60 50 40 30 20 10 00 9 8 7 6 5 4 3 2 1 0

ESSENCE

PERSONAL ESSENCE

Essence + Willpower + Breeding Bonus

Available

PERIPHERAL ESSENCE

[Essence x 4] + Willpower + Sum of two highest virtues + Breeding Bonus

Available

ANIMA EFFECTS

Caste Abilities:

Mote Recovery: Strenuous Activity: none
At ease: 4m/hour
Totally Relaxed: 8m/hour

Additional Mote Recovery:

SOCIAL COMBAT

SOCIAL ATTACKS	Speed	Honesty: Attack	Honesty: Excl.	Honesty: Parry DV	Honesty: Excl.	Deception: Attack	Deception: Excl.	Deception: Parry DV	Deception: Excl.	Rate
Presence	4									2
Performance	6									1
Investigation	5									2
		Cha. + Ability		(Cha. + Ability)/2		Man. + Ability		(Man. + Ability)/2		

JOIN DEBATE — Wits + Aware. — Excl.

DODGE MDV — (Willpower + Integrity + Essence)/2 — Excl.

Steps in Combat:

1. Declare Attack
2. Declare Defense
3. Attack roll
4. Attack reroll
5. Subtract penalties/ Apply defenses
6. Defense reroll
7. Determine effect
8. Defender may spend willpower
9. Counterattack
10. Apply effects

BACKGROUNDS

SOLO UNIT

ENDURANCE — Sta. + Res.

MOVE (Dex.)x100

CHARGE (Dex. +6)x100

Apply target unit's magnitude as an external penalty to all attacks.

Upon each succesful attack roll (Charisma + War) against a difficulty of your Armour's fatigue value, on failure lose a dot of Endurance. A character with no remaining endurance has a -2 penalty on all actions.

EXPERIENCE

TOTAL	BANKED	SPENT

INCREASE: Attribute, Rx4; Favoured or Aspect Ability, (Rx2)-1; Ability Rx2;Essence Rx10; Virtue Rx3;Willpower Rx2

NEW: Ability, 3; Speciality, 3; Aspect Charm, 10; Charm, 12; Celestial M.A. Charm, 12 (15 if M.A. not Aspect or Favoured);

Peripheral Essence: 90 80 70 60 50 40 30 20 10 00 9 8 7 6 5 4 3 2 1 0

Personal Essence: 90 80 70 60 50 40 30 20 10 00 9 8 7 6 5 4 3 2 1 0

1D/tick L	1D/tick L (Exalts Immune)					ANIMA ACTIVATES			STEALTH IMPOSSIBLE 1D/min L (Exalts Immune)			+2 STEALTH DIFFICULTY							
16+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			