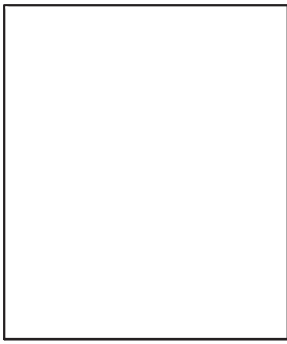CHARACTER NAME

CONCEPT: _____
PERSONALITY: _____
MOTIVATION: _____
ASPECT: _____   HAIR: _____
ANIMA TOTEM: _____   EYES: _____
SKIN: _____
HOMELAND: _____   FEATURES: _____
SEX: _____   AGE: _____

NOTES / PORTRAIT / ANIMA BANNER

INTIMACIES

(Max = WP + Compassion)

VIRTUES & LIMIT

COMPASSION	CONVICTION	TEMPERANCE	VALOUR	LIMIT
●○○○○	●○○○○	●○○○○	●○○○○	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

ATTRIBUTES

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

WILLPOWER & ESSENCE

PERMANENT ESSENCE   ●○○○○○○○○○

WILLPOWER   ●○○○○○○○○○
□□□□□□□□□□

PERSONAL MOTES   TOTAL □
COMMITTED - □
- □
= □
AVAILABLE

PERIPHERAL MOTES   TOTAL □
COMMITTED - □
- □
= □
AVAILABLE

ANIMA EFFECTS

ABILITIES

AIR
- ○ LINGUISTICS ○○○○○   Inc. mob. pen.
- ○ LORE ○○○○○
- ○ OCCULT ○○○○○
- ○ STEALTH ○○○○○ □
- ○ THROWN ○○○○○

Caste/Favoured

EARTH
- ○ AWARENESS ○○○○○
- ○ CRAFT _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
- ○ INTEGRITY ○○○○○
- ○ RESISTANCE ○○○○○
- ○ WAR ○○○○○

Caste/Favoured

FIRE
- ○ ATHLETICS ○○○○○   Inc. mob. pen.
- ○ DODGE ○○○○○ □
- ○ MELEE ○○○○○
- ○ PRESENCE ○○○○○
- ○ SOCIALISE ○○○○○

Caste/Favoured

WATER
- ○ BUREAUCRACY ○○○○○
- ○ INVESTIGATION ○○○○○
- ○ LARCENY ○○○○○ □
- ○ MARTIAL ARTS ○○○○○
- ○ SAIL ○○○○○

WOOD
- ○ ARCHERY ○○○○○
- ○ MEDICINE ○○○○○
- ○ PERFORMANCE ○○○○○
- ○ RIDE ○○○○○ □
- ○ SURVIVAL ○○○○○

SPECIALTIES
Specialty (Ability)

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

REGAINING ESSENCE: Only regain essence when at ease (no combat, etc.); 4 motes per hour, x2 when completely relaxed (sleeping, massage, etc.); Personal Essence regained first, then Peripheral; Hearthstones grant a bonus of Manse level x 2; Cult background grants varying bonus; Half rate in shadowlands; None regained in the Underworld.

MOTES SPENT	BANNER FLARE	STEALTH DIFFICULTY	ANIMA ACTIVATES?	ANIMA DAMAGE Radius = Permanent Essence in yards
1-3	Skin glows weakly	Normal	No	None
4-7	Skin glows brightly	+2	No	None
8-10	Coruscant aura	Impossible	No	1L/minute (Exalts immune*)
11-15	Brilliant bonfire	Impossible	Yes	1L/9 ticks (Exalts immune*)
16+	Totemic aura	Impossible	Yes	1L/tick

* Any being capable of soaking lethal damage with Stamina is also immune to this level of anima damage.

COMBAT

JOIN BATTLE □   Wits + Awareness

DODGE DV □ □ ⸬   Armoured / Unarmoured / Mass Combat
((Dex + Dodge + Essence) / 2) - Mob. Pen. / War caps Dodge

JOIN WAR ⸬ ⸬   Solo / Complementary
Wits + Awareness / Wits + War - Magnitude

WEAPONS

	SPEED Weapon	ACCURACY Weapon / Total / MC	DAMAGE Weapon / Total / MC / Type	RATE Weapon	DEFENCE / PDV Weapon / Total / Mass	RANGE Weapon	BONUS SUCCESSES Might / Attack / Total
Punch	5	+1 □ ⸬	0 □ ⸬ B	3	+2 □ ⸬	■	□ □ ⸬
Kick	5	+0 □ ⸬	3 □ ⸬ B	2	-2 □ ⸬	■	□ □ ⸬
Clinch	6	+0 □ ⸬	0 □ ⸬ B	1	+0 □ ⸬	■	□ □ ⸬
		□ ⸬	□ ⸬		□ ⸬		□ □ ⸬
		□ ⸬	□ ⸬		□ ⸬		□ □ ⸬
		□ ⸬	□ ⸬		□ ⸬		□ □ ⸬

To calculate total add: Dex + Ability / War caps Ability for MC   Strength / Add unit damage for MC   Dex + Ability / 2 / War caps Ability for MC   (Attack successes added by unit in Mass Combat)

ARMOUR

	SOAK Bashing / Lethal	MOB. PEN.	FAT-IGUE	HARD-NESS
_____	□ □	□	□	□
_____	□ □	□	□	□
_____	□ □	□	□	□
TOTAL	□ □	□	□	□

For Hardness total, use highest value not sum

SOAK

Bashing / Lethal / Aggravated

BASE SOAK Stamina / Stamina ‡ 2	□	□	■
ARMOUR Use Lethal soak for Aggravated	□	□	□
TOTAL	□	□	□
TOTAL + _____	□	□	□
MASS COMBAT Add unit's Armour rating	⸬	⸬	⸬

ORDER OF ATTACK EVENTS
1. Declare Attack
2. Declare Defense
3. Attack Roll
4. Attack Reroll
5. Subtract Penalties/ Apply Defenses
6. Defense "Reroll"
7. Calculate Raw Damage
8. Apply Hardness & Soak, Roll Damage
9. Counterattack
10. Apply Damage, Knockdown & Stunning

COMMON ACTIONS
Action (Speed / DV Penalty)

Join Battle (Varies/None)
Ready Weapons (5/-1)
Physical Attack (Varies/-1)
Social Attack (Varies/-2)
Co-ordinate Attack (5/None)
Simple Charm (6/-1)
Guard (3/None)
Move (0/None)
Dash (3/-2)
Jump (5/-1)
Rise From Prone (5/-1)
Miscellaneous (5/Varies)
Inactive (5/Special)

KNOCKDOWN
Threshold / Pool to Resist
□ □
Sta + Resistance /
[Sta or Dex]+ [Athletics or Resistance]

Characters are knocked down if an attack deals more raw damage than their (Stamina + Resistance). Roll [Stamina or Dexterity] + [Athletics or Resistance] (difficulty 2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.

STUNNING
Threshold / Pool to Resist
□ □
Stamina / Stamina + Resistance

Characters who suffer more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty = damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

SOCIAL COMBAT

JOIN DEBATE □   Wits + Awareness

DODGE MDV □   (Willpower + Integrity + Essence) / 2

ATTACKS	SPEED	HONESTY / HONESTY MDV	DECEPTION / DECEPTION MDV	RATE
PRESENCE	4	□ □	□ □	2
PERFORMANCE	6	□ □	□ □	1
INVESTIGATION	5	□ □	□ □	2
		Charisma + Ability Divide by 2 for MDV	Manipulation + Ability Divide by 2 for MDV	

MOVEMENT & HEALTH

MOVE	DASH	JUMP Horizontal	Vertical	WOUND PENALTY	HEALTH LEVELS
□	□	□	□	-0	Ox-Body Health Levels ○ ○○○○
				-1	○ ○○○○
				-2	○ ○○○○
				-4	○ ○○○○
				INCAP/ DYING	○ ○○○○

MOVE: Dexterity - Mob. Pen. - Wound Penalty
DASH: Dex + 6 - Mob. Pen. - Wound Penalty
JUMP Horizontal: (Str + Athletics - Mob. Pen. - Wound Penalty) x 2
JUMP Vertical: Str + Athletics - Mob. Pen. - Wound Penalty

Dying Health Levels
○○○○
Stamina

○ Bashing   ⊘ Lethal   ⊗ Aggravated

HEALING: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1week). Double these times if not resting. Agg. damage cannot be healed magically.

DEATH & DYING: Characters reduced below Incapacitated by L damage, must take the Inactive action, losing one Dying Health Level each action. All character's should have the opportunity for a last dramatic soliloquy before death.

CURRENT DV / MDV PENALTY
Use paper clips or markers to track your character's current penalty. Penalty resets on your action.
(-0) (-1) (-2) (-3) (-4) (-5) (-6) (-7) (-8)

TICK TRACK
Use paper clips or markers to track the ticks until your character's next action
(GO) (1) (2) (3) (4) (5) (6)

CHARMS / COMBOS / SORCERY

	COST	TYPE	DURATION	SPEED / STEP	KEYWORDS / DESCRIPTION	PAGE

GENERAL CHARMS

	FIRST (ABILITY) EXCELLENCIY	SECOND (ABILITY) EXCELLENCIY	THIRD (ABILITY) EXCELLENCIY	TERRESTRIAL ABILITY REINFORMCEMENT
Archery	○	○	○	○
Athletics	○	○	○	○
Awareness	○	○	○	○
Bureaucracy	○	○	○	○
Craft	○	○	○	○
Dodge	○	○	○	○
Integrity	○	○	○	○
Investigation	○	○	○	○
Larceny	○	○	○	○
Linguistics	○	○	○	○
Lore	○	○	○	○
Martial Arts	○	○	○	○
Medicine	○	○	○	○
Melee	○	○	○	○
Occult	○	○	○	○
Performance	○	○	○	○
Presence	○	○	○	○
Resistance	○	○	○	○
Ride	○	○	○	○
Sail	○	○	○	○
Socialise	○	○	○	○
Stealth	○	○	○	○
Survival	○	○	○	○
Thrown	○	○	○	○
War	○	○	○	○

	COST	TYPE	DURATION	SPEED / STEP	KEYWORDS / DESCRIPTION	PAGE
First (Ability) Excellency	*1m/2 dice*	*Reflexive*	*Instant*	*1 or 2*	*Add dice to roll. Max = Ability + Specialty*	*128*
Second (Ability) Excellency	*2m/success*	*Reflexive*	*Instant*	*1 or 2*	*Add successes to roll. Max = (Ability + Specialty) / 2*	*128*
Third (Ability) Excellency	*4m*	*Reflexive*	*Instant*	*4 or 5*	*Reroll and choose best of two results. Add (Ability / 2) to DVs*	*128*
Terrestrial Ability Reinforcement	*1m/2 dice*	*Simple*	*1 Scene*	*1 or 2*	*Combo-OK, Touch; as First (Ability) Excellecy but affects others. Max*	*129*
	+1m/person				*targets = Essence. Cannot raise pool to more than target's (Ability x 2).*	

Dragonblooded may use one Simple, Supplemental or Extra Action Charm each action. Reflexive Charms may be used at the same time as any other Charm without using of a Combo, even if the reflexive Charms are associated with different Abilities. Supplemental Charms may be used multiple times until next action. Simple and Extra Action Charms cannot be included in mundane flurries.. Charms may never add more than (Ability + Specialty) in dice (or half that in successes) to any given roll.

BACKGROUNDS & ARTIFACTS

RATING	DESCRIPTION
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○○○○○	

LANGUAGES

EXPERIENCE

UNSPENT	SPENT

POSSESSIONS

LOCATION	LOCATION

MASS COMBAT

UNIT NAME

MAGNITUDE
○○○○○○○○○○
□□□□□□□□□□

ENDURANCE
○○○○○○○○○○
□□□□□□□□□□
Drill + Stamina

MIGHT
○○○○○○○○○○

DRILL
○○○○○

ATTACK Close Combat / Ranged □ □
(Dex + Ability + Accuracy) / 2, round down

DAMAGE Close Combat / Ranged □ □
(Stength + Weapon Damage) / 3, round up

SPEED

CLOSE □
Average x 40

RELAXED □
Average x 70

SKIRMISH □
Average x 100

UNORDERED □
Average x 30

HEALTH
○○○○○○○○○○
○○○○○○○○○○
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○○○○○○○○○○
Commander's maximum health levels

ARMOUR □
Members' Lethal soak / 3, round up

MOB. PEN. □
Average of all members

HARDNESS □
Average of all members

MORALE □
Lower of members' average or commander's valour

UNIT FORMATION
CLOSE: x2 close combat rating, x2 DV from shields/cover, opponents at x2 magnitude for ranged attacks, -2 difficulty to hesitation rolls.
RELAXED: x2 DV from shields/cover vs. ranged.
SKIRMISH: x2 DV from shields/cover vs. all attacks, +3 DV vs. ranged, opponents gain x2 magnitude in close combat (x3 in close formation), +2 difficulty to hesitation rolls.
UNORDERED: +2 difficulty to hesitation rolls.

COMMON ACTIONS
Action (Speed / DV Penalty)
Move (0/None)
Dash (3/-2) ⊛
Guard (3/None)
Inactive (5/Special)
Change Formation (5/-1)⊛
Disengage (0/None)
Turn (3/-1) ⊛
Split Unit (3/-1)⊛
Expel Special Character(0/None)
Merge Unit (3/-1)⊛
Signal Units (3/-0)⊛
Rally (4/-1)
Spell (5/-2)

⊛ Requires roll (usually Cha + War)