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HAIR: _____ FEATURES: _____
EYES: _____
SKIN: _____
HOMELAND: _____ CASTE: _____
SEX: _____ AGE: _____ ANIMA TOTEM: _____

CONCEPT: _____
PERSONALITY: _____
MOTIVATION: _____

INTIMACIES
(Max = WP + Compassion)

NOTES / PORTRAIT / ANIMA BANNER

ATTRIBUTES

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

ABILITIES

	Caste/ Favoured		Excellencies 1st	2nd	3rd	Ravening Mouth
DUSK	☐	ARCHERY ○○○○○	☐	☐	☐	☐
	☐	MARTIAL ARTS ○○○○○	☐	☐	☐	☐
	☐	MELEE ○○○○○	☐	☐	☐	☐
	☐	THROWN ○○○○○	☐	☐	☐	☐
	☐	WAR ○○○○○	☐	☐	☐	☐
MIDNIGHT	☐	INTEGRITY ○○○○○	☐	☐	☐	
	☐	PERFORMANCE ○○○○○	☐	☐	☐	
	☐	PRESENCE ○○○○○	☐	☐	☐	
	☐	RESISTANCE ○○○○○	☐	☐	☐	
	☐	SURVIVAL ○○○○○	☐	☐	☐	
DAYBREAK	☐	CRAFT See Craft Section	☐	☐	☐	
	☐	INVESTIGATION ○○○○○	☐	☐	☐	
	☐	LORE ○○○○○	☐	☐	☐	
	☐	MEDICINE ○○○○○	☐	☐	☐	
	☐	OCCULT ○○○○○	☐	☐	☐	
DAY	☐	ATHLETICS ○○○○○	☐	☐	☐	
	☐	AWARENESS ○○○○○	☐	☐	☐	
	☐	DODGE ○○○○○	☐	☐	☐	
	☐	LARCENY ○○○○○	☐	☐	☐	
	☐	STEALTH ○○○○○	☐	☐	☐	
MOON SHADOW	☐	BUREAUCRACY ○○○○○	☐	☐	☐	
	☐	LINGUISTICS ○○○○○	☐	☐	☐	
	☐	RIDE ○○○○○	☐	☐	☐	
	☐	SAIL ○○○○○	☐	☐	☐	
	☐	SOCIALISE ○○○○○	☐	☐	☐	

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

SOCIAL COMBAT

ATTACKS	SPEED	HON	DEC	EXC. HON	EXC. DEC	RATE	HONESTY MDV	DECEPTION MDV
PRESENCE	4					2		
PERFORMANCE	6					1		
INVESTIGATION	5					2		
		Charisma + Ability	Manipulation + Ability				(Charisma + Ability)/2	(Manipulation + Ability)/2

DODGE MDV ☐ Excellency ☐ (Willpower + Integrity + Essence) / 2
JOIN DEBATE ☐ Excellency ☐ Wits + Awareness

MOVEMENT & HEALTH

MOVE	DASH	JUMP Horizontal	JUMP Vertical	WOUND PENALTY
☐ ☐	☐ ☐	☐ ☐	☐ ☐	-0
				-1
☐	☐	☐	☐	-2
☐	☐	☐	☐	-4
Dexterity - Mob Pen. - Wound Penalty	Dex + 6 - Mob. Pen. - Wound Penalty	(Str + Athletics - Mob. Pen. - Wound Penalty) x 2	Str + Athletics - Mob. Pen. - Wound Penalty	INCAP

HEALTH LEVELS
Ox-Body Health Levels
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 healedmagically.

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.

SPECIALTIES & CRAFTS

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

ESSENCE

PERMANENT ESSENCE ●●○○○ ○○○○○

ANIMA EFFECTS (1 mote)

Forced Anima Display
Flare the anima up to the 8-10 mote level for a scene

Underworld Attunement
Sense Underworld Essence within (Essence × 100) yards for a scene, identifying Death-aspected elements

MOTES SPENT	BANNER FLARE	STEALTH DIFFICULTY	ANIMA ACTIVATES?
1-3	Sepulchral chill	Normal	No
4-7	Living Shadows	+2	No
8-10	Baleful pyre	Impossible	No
11-15	Oblivion bonfire	Impossible	Yes
16+	Entropy Ascendant	Impossible	Yes

PERSONAL MOTES ☐ COMMITTED ☐ - ☐ - ☐ = ☐ AVAILABLE

PERIPHERAL MOTES ☐ COMMITTED ☐ - ☐ - ☐ - ☐ - ☐ - ☐ - ☐ = ☐ AVAILABLE

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

VIRTUES & WILLPOWER

COMPASSION	●○○○○ ☐☐☐☐☐	RESONANCE ☐☐☐☐☐☐☐☐☐☐
CONVICTION	●○○○○ ☐☐☐☐☐	FLAWED FATE _____
TEMPERANCE	●○○○○ ☐☐☐☐☐	RELEASE CONSEQUENCES _____
VALOR	●○○○○ ☐☐☐☐☐	RESONANCE RELEASE _____
WILLPOWER	○○○○○○○○○○ ☐☐☐☐☐☐☐☐☐☐	

COMBAT

WEAPONS	SPEED Weapon	ACCURACY Weapon/Total/Excellency	DAMAGE Weapon / Total / Type	DEFENCE Weapon / Total	RATE Weapon	RANGE Weapon
Punch	5	+1	0 B	+2	3	
Kick	5	+0	3 B	-2	2	
Clinch	6	+0	0 B	+0	1	
To calculate total add:		Dex + Ability +Excellency	Strength	Dex + Ability		

DODGE DV ☐ Excellency ☐ (Dex + Dodge + Essence)/2 - Mob. Pen.
PARRY DV ☐ Excellency ☐ (Total Defense)/2
JOIN BATTLE ☐ Excellency ☐ Wits + Awareness

ARMOUR	SOAK Lethal	SOAK Bashing	MOB. PEN.	FAT-IGUE	HARD-NESS Lethal	HARD-NESS Bashing

SOAK (Bashing / Lethal / Aggravated)
BASE SOAK Stamina / Stamina÷2 ☐☐☐
ARMOR Use Lethal soak for Aggravated ☐☐☐
TOTAL ☐☐☐
TOTAL + _____

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

Characters may be knocked down if struck with an attack that deals more raw damage than their (Stamina + Resistence). ([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 ☐ Stamina

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

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

SPEED TRACK

Use paper clips or markers to track the ticks until your character's next action

GO! 1 2 3 4 5 6

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

CHARMS & NECROMANCY

NAME	COST	DURATION	TYPE	EFFECT	PAGE

♦ Abyssal Exalted may use only one Charm each action. Supplemental and Reflexive Charms may be used multiple times up until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Perlament Charms permanently enhance a character's capabilities. Charms may never add more than the relevant Attribute + Ability in dice (or half that in successes) to o any given roll. CU

COMBOS

NAME	MIN. COST	CHARMS

BACKGROUNDS

BACKGROUND	RATING	DETAILS
	○○○○○	

MASS COMBAT ■ SOLO UNIT

Endurance ○○○○○○○○○○ □□□□□□□□□□

Stamina + Resistance

MOVE ☐ Dexterity x 100

CHARGE ☐ (Dexterity +6) x 100

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.

COMMON ACTIONS
Action (Speed / DV Penalty)

Move (0/None)
Dash (3/-2)
Guard (3/None)
Inactive (5/Special)
Disengage (0/None)
Spell (5/-2)

EXPERIENCE

TOTAL	BANKED	SPENT

EXPERIENCE COSTS

Increase: Attribute, Rx4; Favoured or Caste Ability, (Rx2)-1; Ability, Rx2; Essence, Rx8; Virtue, Rx3; Willpower, Rx2

New: Ability, 3; Specialty, 3; Favoured/Caste Charm, 8; Charm, 10; Non-abyssal Charm, 16 Favoured/Caste Spell, 8; Spell, 10

LANGUAGES