				Chara	icter Name			
	LTED>	\langle					>	
	-BLOODED							
	ritus - www.dcs-designs.de	Motivation:						
Player:		Personality: Description:					Portrait / Crest / An	nima Banner / Quote
·								
		Atte	RIBUTES			Essence	• WILLP	POWER
Strength	00000	Charisma	00000	Perception	0000	•000000000	•0000	00000
Dexterity	•0000	Manipulation	00000	Intelligence	0000			
Stamina	●0000	Appearance	0000	Wits	0000	Base Pool Bonus Total Personal		
		Аві	LITIES			Peripheral	VIRT	rues
						Personal: Ess+WP+Breeding		
Air Aspect		Earth Aspect		Fire Aspect		Peripheral: (Ess x4)+WP+Top 2 Virtues+Breeding	Compassion	Conviction
				Dodge		Commited Essence Personal Peripheral		$\bigcirc \bigcirc $
🗆 Occult			00000	□Melee				
🗆 Stealth			00000	□ Presence			Temperance	Valor
□Thrown			00000	Socialize			0000	0000
Water Aspect	1 2 3 TR		00000	Wood Aspect	1 2 3 TR			
· · · ·			00000				Acting against a Virtue: When acting contrary to a	Virtue ranked at 3 or
		□ Integrity					higher, the character has t roll succeeds then 1WP ma	to fail at a Virtue roll. If the ay be spent to suppress the
Martial Arts		Resistance		Ride		Available	Virtue for the scene and to primary Virtue is suppress	o act as desired. If the
🗖 Sail		🗖 War		Survival		,,		•
						Manse Cult Other		e Flaw
		Spec	IALTIES			At Ease: +4m / hour Shadowland: -50%	Flaw:	
	000		000		000	Relaxed: +8m / hour Calibration: +50%	Duration:	
	000					Anima		
	000		000		000 000			
	000		000		000		Condition:	
		BACK	GROUNDS					
	Rating	Description / Details	INCOMPS					
	00000						Lir	nit
	00000							1
	00000						Exper	RIENCE
	00000						Total	Remaining
	00000					Level Anima Flux Other Effects 1-3 none none		
	00000					4-7 none Stealth +2 diffculty 8-10 1L / Minute Stealth impossible		
	00000					11-15 1L / 9 Ticks Anima Power activates 16+ 1L / Tick Totemic Aura visible		

	WEAPONRY												Social Attacks								
Weapon	Speed	Αссι	uracy	Dan	nage	Rate	Range	Defei	nse	Tags	2 Act -2			Action: -4		-4	4 Acti -5		-7	Ability Speed Honest Decietful Rate Hon Attack Attack Rate Base	est Defense Decietful Defense Final Base Final
Punch	5	+1		+0B		3		+2		Ν										Presence 4 2	
Kick	5	+0		+3B		2		-2		N	ЮТ									Performance	
Clinch	6	+0		+0B	\square	1		N/A	_	N, C, P	i	=			T						
					H	H				,	1 - H	=			=					Investigation 5 2 2 +Charisma +Manipulation (+Charism	na)/2 (+Manipulation)/2
	님	┝			⊢	\mathbb{H}	<u> </u>		_			=		_	-1			_		+Charishia +Manipulation (+Charish	Mood /
	닏	<u> </u>		<u> </u>			<u> </u>			Ļ	<u>, </u>									Base Bonus	Lies Intimacy
																				Mental Dodge DV Read Motiv	
																				DV Modfiers: Intimacy:	Perception+Investigation Perception+(Socialize or Investigation)
	\square				\square										Ē					Supporting/Opposing Intimacy +1/-1 Supporting/Opposing Virtue at 3+ +2/-2	
L]		+Dex+	Ability	+Stre	ength			(+Dex+Al	oility)/2	2										Supporting/Opposing Motivation +3 / -3 Only highest bonus and penaly apply Hide Motiv	Mood / Lies Intimacy
																				Difference in Appendixon co Maymimum 12/2	Ation Manipulation+Socialize/2
	Melee \	/s. Rang	jed Pe	enalty	Б	. 1 D		Base	Bonu	s Armored	Ioin	Con	A: at		E	Battle/	/Debat	e W	Var	Mood:	Manipulation+Socialize
Shield	r Either S	Shield c	r Cover	Bonus	Do	odge D		odge+Ess	1/2	-Penalty				Wits+	Awarei	ness					
036	Littlei .	Silleia c	n cover	Donus			(DEXTD	ougeres	<i>)/ Z</i>	-i enarcy	War					Magnit	tude)			Intimacies	
		Thresho	old Dic	e Pool					Thresh	old Dice Pool											um: Willpower+Compassion Intimacies
Stunning					Kı	10ckdo	wn					S	SOA	K A	ND /	Arn	ИOR			□	
Threshold: Stamina Dice Pool: Stamina+Re	ocistanc	0					Stamina +			Resistance)					Soak			rdnes			
If more HL damage that	n Thresh	old roll			If F	Raw Dam	lage exceed	ls Thresho	old roll	Dice Pool		anent		B	L				A		
If failed, -2 Internal Pen	alty unti	il next a	ittacker	action	lf f	ailed, ch	aracter is p	rone (-1 E	xterna	l Penalty)	Nat	ural	7			0	0	0	0		
			-																		
			P	OSSI	ESSIC	ONS															
											Tota		-1		Ť	Ξï					
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											Pier		7								
												Tempo	orary								
											Tota	al									
											Pier	ced									
											l'iei	ccu									
											Pen	alty] [Fatig	ue				00000
																					00000
														Нe	ALT	n'i é r				New Intimacies need to reach a rating of Conviction to take effect and be	
																				until they are reduced to 0 and thus destroyed. An Intimacy can not chan	je by more than 1 point per scene.
Сомва	г Ас	TIO	NIC.				Mo	VEME	NI'T		Pe	enalty		lealt	h Lev	vels		Heali	-	LANGUAGES	OCIAL ACTIONS
	IAU						MU			lum		0						6h 1	rest		
Join Battle Attack / Ready Wea	non		ies / -0 apon /		Wou Pen	alty M	ove [Dash	Vertic	Jump al Horizontal		-1						2d	rest	Join Debate	. , , , , , , , , , , , , , , , , , , ,
Coordinate Attack	μοπ	(5/	•	-1)	-(_							Social Attac Simple Cha	. , , , , , , , , , , , , , , , , , , ,
Simple Charm		(6/			-	1						-1								Guard	(3/-0)*
Guard		(3/										-2						4d	rest	Monologue	
Aim		(3/				$\exists \vdash$														Coordinate	(, , ,
Move Dash/Climb/Swim		(0/· (3/·			-4	4						-2 [Move	(0/-0) (2/-2)
Jump/Rise From Pro	one	(5/-				ove:		ity-Penalt				-4						2,47	roct	Dash/Climb Read Motiva	. ,
Misc. Action			Varies)		ish: mp (Veri	Dexter t.): Streng			(min 2 yd) nalties*		-4		Star	mina D)ying ⊦	ΗL	∠w	rest	Misc. Action	
Inactive			Specia		Ju	mp (Hor	iz.): As Jum	p (Vertica	al) but :	x2	Inc	ap.						Dea	ath	Inactive	(3/Special)
* Aborting does not re	fresh DV	/			* P	enalties	: Wound	l Penalty-	Mobili	ty Penalty				Dauble		ing Tin			ctivo	* Aborting d	bes not refresh DV

Double Healing Times when active

Charms and Spells										
Combos 1 2 3 4 5 Name	Trait	Cost	Туре	Duration	Obvio	us? Effect / Keywords / Description	Source			
Combos 1 2 3 4 5 Name 		2051	.)pc				boulee			
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First (Ability) Exce	ellency Varies	1m / 2 dice	Reflexive (1/2)		-	Add dice up to (Ability+Specialty) to a roll	MoEP: DB 128			
Second (Ability)			Reflexive (1/2)			Add up to (Ability+Specialty)/2 (round down) successes	MoEP: DB 128			
Third (Ability) Exe			Reflexive (4/6)			Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	MoEP: DB 128			
Terrestrial (Ability) Reeinforcement Varies		Simple (6 tix)			Grant Ability dice to (Essence) people up to own Ability rating or double that of target for 1m / person	MoEP: DB 128			

	Combo 1		Combo 2		Сомво 3		Сомво 4		Сомво 5
Name									
Looks		Looks		Looks		Looks		Looks	
_				-					
Effect		Effect		Effect		Effect		Effect	
_				-					
_									