

Still a work-in-progress!

Changelog:

Added Cover-Page and Changelog
Added Health Level Regeneration
Added Unarmed Pre-Filled
Added Parry to Weapons
Added Willpower Spending Rules
Added Willpower Regen rules
Added Anima Flaring Rules
Added Anima Diminishing Times
Added Intimacy „Worth“

MadLetter's Character Sheet for Solars

Character: _____

Caste: _____

NAME: _____ CASTE: _____ SUPERNAL: _____ LOOKS: _____

PLAYER: _____ CONCEPT: _____

ANIMA: _____

ABILITIES

SPECIALTIES GRANT +2 DICE TO THE RELEVANT ROLL!

ATTRIBUTES

LIMIT
p.13

WILLPOWER	EXPERIENCE
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ESSENCE & ANIMA EFFECTS

WEAPONS

ARTIFACTS +1 BONUS ACCURACY AT ALL RANGES // **PARRY:** ((DEXTERITY + COMBAT ABILITY) / 2) + DEFENSE VALUE OF WEAPON

ARMOR AND DEFENSE

Recovery (Bashing/Lethal):	-0 (1 hour, 1 day)
-1 (12 hours/2 days)	-2 (1 day/3 days)
	-4 (2 days, 5 days)

NAME: _____ CASTE: _____ SUPERNAL: _____ LOOKS: _____
 PLAYER: _____ CONCEPT: _____
 ANIMA: _____

INTIMACIES

WHEN PROVIDING A BONUS, INTIMACIES ARE „WORTH“:
MINOR: 2 MAJOR: 3 DEFINING: 4

MERITS

NOTES

WILLPOWER REGENERATION

Limit-Break and at the start of a new story reset the Character to his permanent Willpower stat, unless he is above that value already.

NAME: _____	PERSONAL MOTE POOL	PERIPHERAL MOTE POOL	MOTE REGENERATION	WILLPOWER	TEMPORARILY COMMITTED MOTES
PLAYER: _____	Ex3 + 10	Ex7 + 26	5	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ □ □ □ □ □ □ □ □ □ □	
CASTE: _____					

[illegible]

The diagram illustrates the progression of Anima through four stages: Dim, Glowing, Burning, and Iconic. Each stage is represented by a circle on the left, connected by a vertical line. To the right of each stage is a horizontal line representing a timeline or progress bar. The text explains that Anima grows when at least 5m are spent in an **instant**. For every additional 5m, the anima increases by another step. Diminishing from Iconic/Bonfire to Burning requires 15 minutes, to Glowing another 15 minutes. Going from Glowing to Dim requires 30 minutes approximately.

NAME: _____

PLAYER: _____

CASTE: _____

PLAYER: _____

CASTE: _____

$$E \times 3 + 10$$
$$E \times 7 + 26$$

5

[illegible]

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[illegible]

NAME: _____

PLAYER: _____

CASTE: _____

QUICK RULES After successfully casting a spell that cost Willpower, regain 1 Willpower (unless in crash)
 Countermagic allows to drain motes from a spell that is being cast
 Distortion can change a spell's effect to diminish results or inflict a drawback
 Undoing a spell requires a Sorcerous Working of the same circle with Ambition 3

SHAPING RITUAL:

SPILLS

[illegible]

NAME: _____ CASTE: _____ SUPERNAL: _____

PLAYER: _____ CONCEPT: _____

ANIMA: _____

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LOOKS

NOTABLE FEATURES:

Case No. _____	
Date _____	
Patient Name _____	
Room No. _____	
Physician _____	
Nurse _____	
Attending _____	
Resident _____	
Fellow _____	
Student _____	
Consultant _____	
Referral _____	
History _____	
Physical _____	
Laboratory _____	
Imaging _____	
Pathology _____	
Microbiology _____	
Pharmacy _____	
Radiology _____	
Surgery _____	
Anesthesiology _____	
Intensive Care _____	
Neurology _____	
Neurosurgery _____	
Ophthalmology _____	
Otolaryngology _____	
Pediatrics _____	
Pulmonology _____	
Urology _____	
Gynecology _____	
Orthopedics _____	
Cardiology _____	
Dermatology _____	
Endocrinology _____	
Gastroenterology _____	
Hematology _____	
Immunology _____	
Infectious Disease _____	
Internal Medicine _____	
Nephrology _____	
Oncology _____	
Radiation Oncology _____	
Rehabilitation _____	
Sports Medicine _____	
Vascular Medicine _____	
Allergy _____	
Asthma _____	
Chronic Care _____	
Diabetes _____	
Hypertension _____	
Immunodeficiency _____	
Infectious Disease _____	
Intensive Care _____	
Neurology _____	
Neurosurgery _____	
Ophthalmology _____	
Otolaryngology _____	
Pediatrics _____	
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Diabetes _____	
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Intensive Care _____	
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Pulmonology _____	
Urology _____	
Gynecology _____	
Orthopedics _____	
Cardiology _____	
Dermatology _____	
Endocrinology _____	
Gastroenterology _____	
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BACKGROUND

BACKGROUND STORY:

MadLetter's Character Sheet - Extended Weapons

NAME: _____ CASTE: _____ PLAYER: _____

COMBAT STYLE: _____

WEAPONS

PRIMARY WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

SECONDARY WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRYA

(Dexterity
+ Combat Abil.) / 2
+ Defense

WEAPON:

TYPE: _____ ACC: _____ DMG: _____ DEF: _____ OVW: _____

TAGS: _____

WITHERING ATTACK

Dexterity
+ Combat Ability
+ Weapon Accuracy
+ Stunt Bonus

WITHERING DAMAGE

Strength
+ Weapon Damage
+ Threshold Successes
- Target Soak

DECISVE ATTACK

Dexterity
+ Combat Ability
+ Stunt Bonus
! NO WEAPON ACCURACY!

PARRY

(Dexterity
+ Combat Abil.) / 2
+ Defense

MadLetter's Character Sheet - Extended Merits

NAME: _____ CASTE: _____ SUPERNAL: _____ LOOKS: _____

PLAYER: _____ CONCEPT: _____ _____

ANIMA: _____ _____

MERITS

[illegible]

MERITS

[illegible]

MadLetter's Character Sheet - Detail Merits

NAME: _____ CAST: _____ SUPERNAL: _____ LOOKS: _____
 PLAYER: _____ CONCEPT: _____
 ANIMA: _____

MERITS

[illegible]

MERIT:

RATING: ○○○○○○

DETAILS:

[illegible]

MERITS

[illegible][illegible][illegible]

MadLetter's Character Sheet - Extreme Detail Merits

NAME: _____ CASTE: _____ SUPERNAL: _____ LOOKS: _____

PLAYER: _____ CONCEPT: _____

ANIMA: _____

MERIT

MERIT: **RATING:** ○○○○○

DETAILS:

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MERIT

MERIT: **RATING:** ○○○○○

DETAILS:

[illegible]

MadLetter's Character Sheet - Experience Tracker

NAME: _____

CASTE: _____

SUPERNAL: _____

PLAYER: _____

CONCEPT: _____

ANIMA: _____

CURRENT NORMAL XP

CURRENT SOLAR XP

XP

☐ GAIN

☐ SPENT

DATE: _____

REASON: _____

NORMAL XP: _____ SOLAR XP: _____

DETAILS: _____

☐ GAIN

☐ SPENT

DATE: _____

REASON: _____

NORMAL XP: _____ SOLAR XP: _____

DETAILS: _____

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DATE: _____

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DETAILS: _____

☐ GAIN

☐ SPENT

DATE: _____

REASON: _____

NORMAL XP: _____ SOLAR XP: _____

DETAILS: _____

MadLetter's Character Sheet - Experience Tracker v2

NAME: _____

CASTE: _____

SUPERNAL: _____

PLAYER: _____

CONCEPT: _____

ANIMA: _____

CURRENT / TOTAL NORMAL XP

--	--

CURRENT / TOTAL SOLAR XP

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XP

[illegible]

CRAFTS: ○○○○○ ○○○○○ ○○○○○

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○○○○○ ○○○○○ ○○○○○

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○○○○○ ○○○○○ ○○○○○

.....

SLOTS

5 Silver Points

Fuse Major Slots (as per artifact rating)
and spend pay equal number gold points



5 White Points



BASIC OBJECTIVES

1. **CREATE OF STRENGTHEN AN INTIMACY TOWARDS YOU**
 2. **PRODUCES CLEAR IN-GAME GAIN FOR CHARACTER**
 3. **UPHOLDS, FURTHERS OR PRTECTS OWN INTIMACY**
- XP VALUES GRANTED DEPEND ON PROJECT!**

AT THE END OF A STORY (ADVENTURE) THE CHARACTER GAINS ADDITIONAL
SILVER XP FOR EVERY CRAFT ABILITY USED TO COMPLETE A PROJECT.
3 SXP PER ABILITY RATED 3+, 5 SXP PER ABILITY RATED 5+
ADDITIONALLY GAIN 5 GXP PER ARTIFACT FINISHED THIS STORY.

QUICK PROJECT LISTING

[illegible]

MadLetter’s Character Sheet - Crafting

CRAFTS:

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SILVER POINTS

GOLD POINTS

WHITE POINTS

PROJECT-TYPE DEFINITIONS AND MECHANICS

BASIC PROJECT		
Beginning a Basic Project Minor costs. Basic materials and tools must be present, and the appropriate Craft-ability is required. Little time and energy required. No slot requirement.	Finishing a Basic Project Starting and finishing a Basic Project takes minutes to hours, usually. When ready to finish, roll (Attribute + Craft) vs. a difficulty set by the Storyteller. There are no specific costs or requirements to roll to finish a Basic Project.	Rewards for a Basic Project When successfully finishing a Basic Project, you gain 2 SXP per Basic Objective fulfilled. If the project has three or more threshold successes, increase this reward to 3 SXP per Objective.
MAJOR PROJECT		
Beginning a Major Project Sufficient materials and tools must be present, and the appropriate Craft-ability is required. Cost are significant, as are time and energy requirements for a Major Project. Requires 1 Major Slot per Project. Additional temporary slots can be created at the cost of 5 SXP each.	Finishing a Major Project Starting and finishing a Major Project can take hours, days or even weeks. When ready to finish, pay 10 SXP to attempt a roll vs. a difficulty set by the Storyteller. If the finishing failed without a botch, the character can spend another 10 SXP to invest additional work for another roll.	Rewards for a Major Project When successfully finishing a Major Project, you gain 2 GXP and 1 SXP per Basic Objective fulfilled. If the project has three or more threshold successes, increase this reward to 3 GXP and 1 SXP per Objective.
SUPERIOR PROJECT		
Beginning a Superior Project Requirements: Essence-Pools, Lore 3+, Occult 3+, Craft 4+, Craft (Artifact) 1+ Also requires usage of high quality and high end tools, large amounts of the magical materials as well as other exotic and arcane components. Create a Superior Slot by fusing Major Slots together equal to the Artifact rating for the artifact that is being created. Spend GXP equal to the rating as well. The Crafter or the one to receive the item must pay for the Artifact Merit.	Finishing a Superior Project Minimum time-requirements and goal numbers for the extended rolls depend on the artifact-rating: •• 6 weeks / 30 Successes ••• 3 months / 50 Successes •••• 1 year / 75 Successes ••••• 2 years / 100 Successes Superior Projects often take longer than indicated, though. Finishing is an extended roll where each attempt to roll must be paid for with 10 GXP and is a difficulty 5 roll. Terminus is six and the goal numbers are presented above. Botches ruin the project and result in the failure of the artifact’s spirit to enkindle, which means a unique artifact is gone and cannot be tried to be recreated again.	Rewards for a Superior Project When successfully finishing a Superior Project while triggering at least one Basic Objective, you gain WXP depending on the artifact’s rating: •• 3 WXP ••• 5 WXP •••• 7 WXP ••••• 9 WXP Additionally, every unused interval grants additional (Artifact rating x 2) GXP. No additional rewards are given for achieving more Basic Objectives.
LEGENDARY PROJECT		
Beginning a Legendary Project Requirements in addition to those for Superior Projects: Lore 5+, Occult 5+, Craft (Artifacts) 5+, Craft 5+ Also requires usage of legendary tools, massive amounts of the magical materials as well as other exotic and arcane components. Create a temporary Legendary Slot by spending 5 WXP.	Finishing a Legendary Project Minimum time required before the first roll to finish the Project can be done is 10 years (often much longer). Similar to Superior Projects, the crafter must roll an extended roll, paying 10 WXP for every time he wishes to roll. Terminus remains six, difficulty at 5. To successfully finish the project, 200 successes are required.	Rewards for a Legendary Project When successfully finishing a Legendary Project while triggering at least one Basic Objective, gain 10 WXP and roll a full free Craft Excellency. For every success shown on the roll, gain 1 GXP. For every die that does not show a success, gain 1 SXP.

MadLetter's Character Sheet - Notes

NAME: _____

CASTE: _____

SUPERNAL: _____

PLAYER: _____

CONCEPT: _____

ANIMA: _____

CURRENT QUICK-NOTE

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NOTES

DATE / EVENT / TOPIC

NOTE

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NAME: _____ CASTE: _____ SUPERNAL: _____

PLAYER: _____ CONCEPT: _____

ANIMA: _____

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