



MadLetter's Character Sheet - Looks and Story

NAME: _____

CASTE: _____

SUPERNAL: _____

PLAYER: _____

CONCEPT: _____

ANIMA: _____

NOTES / To Do

LOOKS

SKIN: HEIGHT:

EYES: WEIGHT:

HAIRCOLOR: AGE:

HAIRSTYLE:

NOTABLE FEATURES:

RELATED ARTWORK (TATTOOS, CHARACTER PICTURE, ANIMA, COAT OF ARMS, BANNER, ...)

BACKGROUND

FULL NAME: LOCATION OF BIRTH:

PARENTS AND SIBLINGS:

SPOUSE AND CHILDREN:

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

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

DECISIVE ATTACK

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

DECISIVE DAMAGE

Initiative

< Onslaught

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17



MadLetter's Character Sheet - Detail Merits

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

MERITS

MERIT: RATING: ○○○○○

DETAILS:
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MERIT: RATING: ○○○○○

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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:

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MadLetter's Character Sheet - Crafting

CRAFTS: ○○○○ ○○○○ ○○○○
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SILVER POINTS

GOLD POINTS

WHITE POINTS

SLOTS

MAJOR PROJECT SLOTS	5 Silver Points
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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SUPERIOR PROJECT SLOTS	Fuse Major Slots (as per artifact rating) and spend pay equal number gold points
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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LEGENDARY PROJECT SLOTS	5 White Points
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QUICK PROJECT LISTING

PROJECT TYPE	PROJECT NAME	SXP / GXP / WXP GAIN	SXP / GXP / WXP SPENT	GOAL / SUCCESSES / ROLLS

BASIC OBJECTIVES / ADDITIONAL XP

BASIC OBJECTIVES
<ol style="list-style-type: none"> 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!

ADDITIONAL XP
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.



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.

