

MadLetter's Character Sheet - Primary Page

ARTIFACTS

THIRD	PLAYER:ANIMA:	CASIE:	SUPERNAL:	LOOKS:
Ав	ILITIES		Attributes	Armor and Defense
ARCHERY ATHLETICS AWARENESS BRAWL	00000	STRENGTH 0000 CHARISE DEXTERITY 0000 MANIPE STAMINA 0000 APPEAR	ULATION 00000 INTELLIGENCE 0000	NAME: SOAK: HADDNIESS:
☐ Bureaucracy			LIMIT	Additional / Other Armor
Craft Dodge Integrity Investigation	00000 00000	LIMIT POINTS: 00000000 LIMIT BREAK: DURATION:	LIMIT TRIGGER:	Name:
LINGUISTICS		WILLPOWER	Experience	
LORE MARTIAL ARTS MEDICINE MELEE OCCULT PERFORMANCE	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 000000	00000000	NORMAL XP CURRENT: NORMAL XP TOTAL: SOLAR XP CURRENT: SOLAR XP TOTAL:	
☐ Presence ☐ Resistance		Essence	& ANIMA EFFECTS	.175
RIDE SAIL SOCIALIZE	00000	Permanent Essence:	Anima Effects:	
STEALTH	00000 🗆	Personal Pool: J. E3+ Peripheral Pool: J. E57+ Committed:		
	00000 🗆		Weapons	
3 3	00000 🗆	WEAPON NAME	Acc DMG DEF OVW TAGS	
	00000 🗆	THROWN WEAPON ACCURACY CLOSE +4 SHO	DRT +3 MEDIUM +2 LONG -1 EXTREME -3 // ARCHERY WEAPON ACC	URACY CLOSE -2 SHORT +4 MEDIUM +2 LONG +0 EXTREME -2

+1 BONUS ACCURACY AT ALL RANGES

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THURD EDUTION

MadLetter's Character Sheet - Intimacies and Merits

Widdletter 5	inaracter Sirect	memacies and mems		
Name:	Caste:	SUPERNAL:	Looks:	
Player:	CONCERT			
PLAYER:	CONCEPT:			
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	Intimacies		Merits			Notes		
NTIMACY NAME	Context (Ties only)	Intensity	Merit	RATING O O O O	Notes			
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MadLetter's Character Sheet - Charms, Mote-Management and Anima Banner								
Personal Mote Pool	PERIPHERAL MOTE POOL	MOTE REGENERATION	Willpower	TEMPORARILY COMMITTED MOTES				
E×3+10	E×7 + 26	5	000000000					
Charms								
	PERSONAL MOTE POOL E×3+10	PERSONAL MOTE POOL E×3+10 E×7+26	PERSONAL MOTE POOL E×3 + 10 E×7 + 26 MOTE REGENERATION 5	PERSONAL MOTE POOL E×3 + 10 Mote Regeneration WILLPOWER 5 WILLPOWER				

	Charms						
Excellency.	Туре <u>Ѕирр.</u>		Cosi 1m/díe	KEWORDS & DESCRIPTION Automatically, availbale for all Caste/Favored Abilities, as well as all others where you posses at least one Charm. Add Charm-based bonus dice to relevant actions or static values. Maximum dice added are the relevant (Attribute + Ability). Static values increase for 1 per 2 dice	Page Reference		
				Anima			
O Dim							
Dim Glowing Burning							
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, IN	MadLetter's Character Sheet - Charms and Mote-Management								
NA	ME:	PERSONAL MOTE POOL	PERIPHERAL MOTE POOL	MOTE REGENERATION	WILLPOWER	TEMPORARILY COMMITTED MOTES			
	AYER:	E×3 + 10	E×7+26	5					

	CHARMS						
THARM NAME	Туре	Duration	Cost	Keywords & Description	Page Reference		

THIRD EDITION	
THIRD EDITION	

MadLetter's Character Sheet - Sorcery

THIRD EDITION	Name: Player: Caste:		HIGHEST CIRCI		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 Distorsion can change a spell's effect to diminish results or inflict a drawback Undoing a spell requires a Sorcerous Working of the same spell with Ambition 3	Page 465	WILLPOWER OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO
		S	HAPING R ITU	AL:			
IME BENFITS							
				<u> </u>			
				Spell	<u>S</u>		
PELL NAME	Circle	Cost	Duration	Keywords and Description			



MadLetter's Character Sheet - Looks and Story

Madetter 3 Charac	ter street Looks an	id Story	
Name:	CASTE:	Supernal:	Notes / To Do
PLAYER:	CONCEPT:		
Anima:			

•						
	Looks		Background			
Skin:	Неібнт:	FULL NAME:	Location of Birth:			
Eyes:		Parents and Siblings:				
Haircolor:						
Hairstyle:						
Notable Features:						
		STOOSE THO CHIEDREN				
		Background Story:				
		DACKGROUND STOKE.				
D						
RELATED ARTWORK (TATTOOS, CHARACTER F	Picture, Anima, Coat of Arms, Banner,)					

THIRD EDITION

MadLetter's Character Sheet - Extended Weapons

Name: _____ Caste: _____ COMBAT STYLE:

WFAPONS

PRIMARY WEAPON:				WEAPON:		
Түре:		Acc: Dmg: De	F: Ovw:	Түре:		Acc: Dмg: _
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!	DECISVE DAMAGE Initiative	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
SECONDARY WEAPON:				WEAPON:		
Туре:		Acc: DMG: DE	EF: Ovw:	Туре:		А сс: D мg:
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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!	DECISVE DAMAGE Initiative	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
WEAPON:				WEAPON:		
Туре:		Acc: DMG: DE	F: Ovw:	Түре:		Acc: Dмg:
Tags:				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!	DECISVE DAMAGE Initiative	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
WEAPON:				WEAPON:		
Туре:		Acc: DMG: DE	F: Ovw:	Түре:		А сс: D м G :
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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!

DECISVE **D**AMAGE Initiative

WITHERING DAMAGE

Strength + Weapon Damage + Threshold Successes - Target Soak

WITHERING ATTACK

Dexterity

+ Combat Ability

+ Weapon Accuracy

+ Stunt Bonus

DECISVE ATTACK

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

DECISVE **D**AMAGE

DEF: Ovw:

DEF: Ovw:

DEF: Ovw:

DECISVE

DAMAGE Initiative

DECISVE

DAMAGE Initiative

DEF: Ovw: ...

DECISVE **D**AMAGE Initiative

Initiative



MadLetter's Character Sheet - Extended Merits

Name:	Caste:	SUPERNAL:	Looks:
PLAYER:	Concept:		
Anima:			

	Merits		N	Merits
Merit	Rating Notes	Merit		Notes
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MadLetter's Character Sheet - Detail Merits

THIRD EDITION	Name:PLAYER:		SUPERNAL:	LOOKS:	
	Merits			Meri	TS
	R ating: 0000)	MERIT: DETAILS:		
			DETAILS:	RATING:	



PLAYER: ANIMA:		CONCEPT:			
	Merit			Merit	
Aerit:	Rating: 0000		Merit: Details:	RATING: 0000	



CURRENT SOLAR XP CURRENT NORMAL XP

	XP	
☐ GAIN ☐ SPENT Date:	☐ GAIN ☐ SPENT DATE:	☐ GAIN ☐ SPENT Date:
Reason:		
NORMAL XP: SOLAR XP: DETAILS:	DETAILS:	DETAILS:
□ Gain □ Spent Date:	☐ GAIN ☐ SPENT	☐ GAIN ☐ SPENT DATE:
REASON:		
NORMAL XP: SOLAR XP:		
DETAILS:		
□ Gain □ Spent Date:	□ GAIN □ SPENT	□ Gain □ Spent
Reason:		
Normal XP: Solar XP:		
DETAILS:		

	MadLetter's Character Sheet - Experience Tracker v2						
	Name:	Caste:	Supernal:	CURRENT NORMAL XP	CURRENT SOLAR XP		
TEN ALIEU	Player:	CONCEPT:					
THIRD EDITION	Anima:						
		XP					

DATE GAINED / SPENT NORMAL XP	SOLAR XP	REASON AND DETAILS

MadLetter	s Character :	Sneet - Crafting		SILVER POINTS GO	LD POINTS WHITE POINTS
Crafts:	0000	0000	00000		
		00000			
THIRD EDITION	00000		0000		
SLOTS			Quick Project List	ING	
MAJOR PROJECT SLOTS 5 Silver Points	Project Type	Project Name	SXP/GXP/WXP GAIN	SXP / GXP / WXP SPENT	GOAL / SUCCESSES / ROLLS
SUPERIOR PROJECT SLOTS Fuse Major Slots (as per artifact rating) and spend pay equal number gold points					
and spend pay equal number gold points					
LEGENDARY PROJECT SLOTS 5 White Points					
BASIC OBJECTIVES /ADDITIONAL XP					
2. 2.0 Coperinto probinio wie Al					
BASIC OBJECTIVES					
Create of Strengthen an Intimacy towards you					
2. PRODUCES CLEAR IN-GAME GAIN FOR CHARACTER 3. UPHOLDS, FURTHERS OR PRIECTS OWN INTIMACY VP. 10 March 19 Property of the Control of the Co					
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.					
	I				1



MadLetter's Character Sheet - Crafting

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 0000	AFTS:

ILVER	Points

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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 requirments 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-requirments and goal numbers for the extended rolls depend on the artifact-rating:

6 weeks / 30 Successes
 3 months / 50 Successes
 1year / 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:	Current Quick-Note
Player:	Concept:		
Anima:			

Notes					
DATE / EVENT / TOPIC	Note				



MadLetter's Character Sheet - Character Planning

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Name:	Caste:	SUPERNAL:	CURRENT XP (NORMAL/SOLAR)
PLAYER:	CONCEPT:		
Anima:			

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Bought?	TRAINED?	Merit/Ability/Attribute/Charm/	Cost	TRAINING TIME	Воиднт?	TRAINED?	MERIT/ABILITY/ATTRIBUTE/CHARM/	Cost	Training Time