v4 / January 2023

**Changelog:**
Fixed some typos (thanks reddit person!)
Added a „Commited“ box to the sheets that contain Charms and Mote Management

# MadLetter‘s Character Sheet for Solars

## Character: _____

## Caste: _____

# MadLetter's Character Sheet - Overview Page

Name: _____ Caste: _____ Supernal: _____ Looks: _____

Player: _____ Concept: _____

Anima: _____

## Abilities

| Caste/Fav | Ability | Dots | Excellency? |
|---|---|---|---|
| ☐ | Archery | ○○○○○ | ☐ |
| ☐ | Athletics | ○○○○○ | ☐ |
| ☐ | Awareness | ○○○○○ | ☐ |
| ☐ | Brawl | ○○○○○ | ☐ |
| ☐ | Bureaucracy | ○○○○○ | ☐ |
| ☐ | Craft | ○○○○○ | ☐ |
| ☐ | Dodge | ○○○○○ | ☐ |
| ☐ | Integrity | ○○○○○ | ☐ |
| ☐ | Investigation | ○○○○○ | ☐ |
| ☐ | Larceny | ○○○○○ | ☐ |
| ☐ | Linguistics | ○○○○○ | ☐ |
| ☐ | Lore | ○○○○○ | ☐ |
| ☐ | Martial Arts | ○○○○○ | ☐ |
| ☐ | Medicine | ○○○○○ | ☐ |
| ☐ | Melee | ○○○○○ | ☐ |
| ☐ | Occult | ○○○○○ | ☐ |
| ☐ | Performance | ○○○○○ | ☐ |
| ☐ | Presence | ○○○○○ | ☐ |
| ☐ | Resistance | ○○○○○ | ☐ |
| ☐ | Ride | ○○○○○ | ☐ |
| ☐ | Sail | ○○○○○ | ☐ |
| ☐ | Socialize | ○○○○○ | ☐ |
| ☐ | Stealth | ○○○○○ | ☐ |
| ☐ | Survival | ○○○○○ | ☐ |
| ☐ | Thrown | ○○○○○ | ☐ |
| ☐ | War | ○○○○○ | ☐ |
| ☐ | | ○○○○○ | ☐ |
| ☐ | | ○○○○○ | ☐ |
| ☐ | | ○○○○○ | ☐ |
| ☐ | | ○○○○○ | ☐ |
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| ☐ | | ○○○○○ | ☐ |
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| ☐ | | ○○○○○ | ☐ |
| ☐ | | ○○○○○ | ☐ |

Specialties grant +2 dice to the relevant roll!

## Attributes

| | | | | | |
|---|---|---|---|---|---|
| Strength | ○○○○○ | Charisma | ○○○○○ | Perception | ○○○○○ |
| Dexterity | ○○○○○ | Manipulation | ○○○○○ | Intelligence | ○○○○○ |
| Stamina | ○○○○○ | Appearance | ○○○○○ | Wits | ○○○○○ |

## Limit

p.134

Limit Points: ○○○○○○○○○○ Limit Trigger: _____

Limit Break: _____

Duration: _____

## Willpower

p.171

○○○○○○○○○○

☐☐☐☐☐☐☐☐☐☐

Spend :
- Gain +1 auto success (before rolling)
- Increase static value by 1 (before enemy roll)
- Reject social influence

## Experience

Normal XP Current: _____

Normal XP Total: _____

Solar XP Current: _____

Solar XP Total: _____

## Essence & Anima Effects

p.175

Permanent Essence:

○ ○ ○ ○ ○

Personal Pool: _____/ Ex3 + 10

Peripheral Pool: _____/ Ex7 + 26

Committed: _____

Anima Effects: _____

## Armor and Defense

### Armor

Name: _____

Soak: _____ Hardness: _____

Mob. Pen. _____ Tags: _____

### Additional / Other Armor

Name: _____

Soak: _____ Hardness: _____

Mob. Pen. _____ Tags: _____

Final Soak: (Stamina + Armor Soak)

Primary Parry: (Dexterity+Combat Ability) ÷ 2

Resolve: (Wits+Integrity) ÷ 2

Evasion: (Dexterity+Dodge) ÷ 2

Guile: (Manipulation+Socialize) ÷ 2

### Healthlevels

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

## Weapons

| Weapon Name | Acc | Dmg | Def | Ovw | Parry | Tags |
|---|---|---|---|---|---|---|
| Unarmed (Light) | +4 | +7 | +0 | 1 | | Bashing, Brawl, Grappling, Natural |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Thrown Weapon Accuracy: Close +4, Short +3, Medium +2, Long -1, Extreme -3

Artifacts: +1 bonus accuracy at all ranges

// Archery Weapon Accuracy: Close -2, Short +4, Medium +2, Long +0, Extreme -2

// Parry: ((Dexterity + Combat Ability) / 2) + Defense Value of Weapon

# MadLetter's Character Sheet - Intimacies and Merits

Name: _____ Caste: _____ Supernal: _____ Looks: _____

Player: _____ Concept: _____

Anima: _____

## Intimacies

| Intimacy Name | Context (Ties only) | Intensity |
|---|---|---|
| | | |

When providing a bonus, Intimacies are „worth":
Minor: 2 Major: 3 Defining: 4

## Merits

| Merit | Rating | Notes |
|---|---|---|
| | ○○○○○ | |

## Notes

## Willpower Regeneration

A good night's sleep restores 1 Willpower. Cannot exceed maximum. Six to eight hours of meditation also work.

Gain one Willpower when an Intimacy (Defining) leads to significant hardship or sacrifice. May exceed maximum.

Achieving a major character or story goal grants one Willpower. May exceed maximum.

Two-point stunts gain one, three-point stunts gain two Willpower back. May exceed maximum.

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

# MadLetter's Character Sheet - Charms, Mote-Management and Anima Banner

Name: _____

Player: _____

Caste: _____

| Personal Mote Pool | Peripheral Mote Pool | Committed | Mote Regeneration | Willpower | Temporarily Committed Motes |
|---|---|---|---|---|---|
| E×3 + 10 | E×7 + 26 | | 5 | ○○○○○○○○○○○ □□□□□□□□□□□ | |

## Charms

| Charm Name | Type | Duration | Cost | Keywords & Description | Page Reference |
|---|---|---|---|---|---|
| Excellency | Supp. | Instant | 1m/die | Automatically available for all Caste/Favored Abilities, as well as all others where you possess 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. | |

## Anima

- ○ Dim
- ○ Glowing
- ○ Burning
- ○ Iconic

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.

# MadLetter's Character Sheet - Charms and Mote-Management

Name: _____

Player: _____

Caste: _____

| Personal Mote Pool | Peripheral Mote Pool | Committed | Mote Regeneration | Willpower | Temporarily Committed Motes |
|---|---|---|---|---|---|
| E×3 + 10 | E×7 + 26 | | 5 | ○○○○○○○○○○○ □□□□□□□□□□□ | |

## Charms

| Charm Name | Type | Duration | Cost | Keywords & Description | Page Reference |
|---|---|---|---|---|---|
| | | | | | |

# MadLetter's Character Sheet - Sorcery

Name: _____

Player: _____

Caste: _____

Highest Circle

Shape Sorcery Dicepool (Int + Occult)

Quick Rules — Page 465

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

Willpower

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## Shaping Ritual: .....

| Name | Benefits |
|---|---|
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## Spells

| Spell Name | Circle | Cost | Duration | Keywords and Description |
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# 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: _____

< Onslaught
use a paperclip!

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

## Weapons

### Primary Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Secondary Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | ParryA |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

### Weapon:

Type: ..... Acc: .... Dmg: .... Def: .... Ovw: ....

Tags: .....

| Withering Attack | Withering Damage | Decisve Attack | Parry |
|---|---|---|---|
| Dexterity<br>+ Combat Ability<br>+ Weapon Accuracy<br>+ Stunt Bonus | Strength<br>+ Weapon Damage<br>+ Threshold Successes<br>- Target Soak | Dexterity<br>+ Combat Ability<br>+ Stunt Bonus<br>! NO WEAPON ACCURACY ! | (Dexterity<br>+ Combat Abil.) / 2<br>+ Defense |

# MadLetter's Character Sheet - Extended Merits

Name: _____ Caste: _____ Supernal: _____ Looks: _____

Player: _____ Concept: _____

Anima: _____

## Merits

| Merit | Rating | Notes |
|---|---|---|
| | ○○○○○ | |
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## Merits

| Merit | Rating | Notes |
|---|---|---|
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# MadLetter's Character Sheet - Detail Merits

Name: _____ Caste: _____ Supernal: _____ Looks: _____

Player: _____ Concept: _____

Anima: _____

## Merits

Merit: ..... Rating: ○○○○○

Details: .....

Merit: ..... Rating: ○○○○○

Details: .....

Merit: ..... Rating: ○○○○○

Details: .....

## Merits

Merit: ..... Rating: ○○○○○

Details: .....

Merit: ..... Rating: ○○○○○

Details: .....

Merit: ..... Rating: ○○○○○

Details: .....

# MadLetter's Character Sheet - Extreme Detail Merits

Name: _____ Caste: _____ Supernal: _____ Looks: _____

Player: _____ Concept: _____

Anima: _____

## Merit

Merit: ..... Rating: ○○○○○

Details: .....

## Merit

Merit: ..... Rating: ○○○○○

Details: .....

# 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:

☐ Gain ☐ Spent
Date:
Reason:
Normal XP: Solar XP:
Details:

☐ Gain ☐ Spent
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Normal XP: Solar XP:
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☐ Gain ☐ Spent
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Reason:
Normal XP: Solar XP:
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☐ Gain ☐ Spent
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Normal XP: Solar XP:
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☐ Gain ☐ Spent
Date:
Reason:
Normal XP: Solar XP:
Details:

☐ Gain ☐ Spent
Date:
Reason:
Normal XP: Solar XP:
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 | |
|---|---|
| | |

## XP

| Date | Gained / Spent | Normal XP | Solar XP | Reason and Details |
|---|---|---|---|---|
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# MadLetter's Character Sheet - Crafting

Crafts: ..... ○○○○○ ..... ○○○○○ ..... ○○○○○
..... ○○○○○ ..... ○○○○○ ..... ○○○○○
..... ○○○○○ ..... ○○○○○ ..... ○○○○○

| Silver Points | Gold Points | White Points |
|---|---|---|
| | | |

## Slots

### Major Project Slots
5 Silver Points

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### Legendary Project Slots
5 White Points

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Basic Objectives /Additional XP

### Basic Objectives

1. Create or Strengthen an Intimacy towards you
2. Produces clear in-game gain for character
3. Upholds, furthers or protects 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.

## Quick Project Listing

| Project Type | Project Name | SXP / GXP / WXP Gain | SXP / GXP / WXP Spent | Goal / Successes / Rolls |
|---|---|---|---|---|
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# MadLetter's Character Sheet - Crafting

Crafts: ..... ○○○○○ ..... ○○○○○ ..... ○○○○○
..... ○○○○○ ..... ○○○○○ ..... ○○○○○
..... ○○○○○ ..... ○○○○○ ..... ○○○○○

| 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 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: _____

Player: _____ Concept: _____

Anima: _____

Current Quick-Note

## Notes

| Date / Event / Topic | Note |
| --- | --- |
| | |

# MadLetter's Character Sheet - Character Planning

Name: _____ Caste: _____ Supernal: _____ Current XP (Normal/Solar)

Player: _____ Concept: _____

Anima: _____

## Notes

| Bought? | Trained? | Merit/Ability/Attribute/Charm/... | Cost | Training Time | Bought? | Trained? | Merit/Ability/Attribute/Charm/... | Cost | Training Time |
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