EXALTED

Name:_____ Concept:_____

Heritage:_____

Player:_____ Profession:_____

Attributes

Strength_____OOOOO Charisma_____OOOOO Perception_____OOOOO
Dexterity_____OOOOO Manipulation_____OOOOO Intelligence_____OOOOO
Stamina_____OOOOO Appearance_____OOOOO Wits_____OOOOO

Abilities

Warrior

☐ Archery_____OOOOO
☐ Martial Arts_____OOOOO
☐ Melee_____OOOOO
☐ Thrown_____OOOOO
☐ War_____OOOOO

Criminal

☐ Athletics_____OOOOO
☐ Awareness_____OOOOO
☐ Dodge_____OOOOO
☐ Larceny_____OOOOO
☐ Stealth_____OOOOO

Priest

☐ Integrity_____OOOOO
☐ Performance_____OOOOO
☐ Presence_____OOOOO
☐ Resistance_____OOOOO
☐ Survival_____OOOOO

Broker

☐ Bureaucracy_____OOOOO
☐ Linguistics_____OOOOO
☐ Ride_____OOOOO
☐ Sail_____OOOOO
☐ Socialize_____OOOOO

Savant

☐ Craft_____OOOOO
☐ Investigation_____OOOOO
☐ Lore_____OOOOO
☐ Medicine_____OOOOO
☐ Occult_____OOOOO

Other

☐ _____OOOOO
☐ _____OOOOO
☐ _____OOOOO
☐ _____OOOOO
☐ _____OOOOO

Essence

O O O O O

Personal: /

Peripheral: /

Anima Banner

Anima Banner Levels

8 – 10 motes: Mild aura
Stealth impossible

11 – 15 motes: Bonfire aura

16+: Iconic aura
Fades then no peripherally essence used
Mortals must roll Valor not to be
overcome for a scene (Abyssal Half-Caste
only).

Sidereal Half-Caste levels are one higher than normal.

Essence Use

A mortal can freely access the first $1/3$ of her Essence pool.
A point of Willpower is needed to access the last $2/3$

Advanced

Health Levels

-0i Bruised ☐☐☐☐☐☐
-1i Hurt ☐☐☐☐☐☐
☐☐☐☐☐☐
-2i Wounded ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
-4i Crippled ☐
Incapacitated ☐
Dying ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Healing Times, for each health level
Bashing: 12 hours per level
Lethal and Aggravated: -0: 1 day, -1: 1 week,
-2: 2 weeks, -4 and incapacitated: 1 month
Dying: Losing one dying level per 5 ticks, can be saved with a
Wits + Medicine, diff: 5 + (number of dying levels lost)

Specialties

OOO_____ OOO_____
OOO_____ OOO_____
OOO_____ OOO_____
OOO_____ OOO_____
OOO_____ OOO_____
OOO_____ OOO_____
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OOO_____ OOO_____
OOO_____ OOO_____

Dodge MDV:
(Wp + Integrity + Essence + spe.) / 2

Join Combat:
Wits + Awareness

Willpower: ○○○○○○○○○○
□□□□□□□□□□

Social Attacks

Ability	Speed	Acc (Cha / Man)	PMDV (Cha / Man)	Rate	Notes

In Debate

Action Options (Speed / DV modifier)

Attack (weapon/-2): Attack a target

Coordinated Attack (5/-2): Charisma + Socialize, diff: number of participants / 2

Dash (3/-3): Sprint: 10 * (Dexterity + 6 - Armor mobility) meters per long tick

Flurry (longest action/sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted

Inactive (3/special): Social invulnerable

Miscellaneous Action (5/-1 to -3): Do something else

Monologue/Study (3/-2): +1D per long tick, may be aborted to attack

Move (0/none): Move 10 * (Dexterity - Armor mobility) meters per long tick

Additional

Attack supporting/against an Intimacy: ±1 to DV

Attack according to/opposed to dominating Virtue (rate 3+): ±2 to DV

Attack aligned with/violates Motivation: ±3 to DV

Appearance: (Defenders App - Attackers App) to DV (max ±3)

If the attack violates Motivation: Must refuse to consent

Natural persuasion: Can only spend 2 Willpower per scene, will become jaded and suspicious (attack automatically fails) – a stunt and new attack approach is needed for further attacks

Unnatural persuasion: Exalted gain 1 point of Limit when resisting the attack

Consent to the attack: Performing the behavior described in the initial attack

Refuse to consent: Reflexively pay 1 Willpower point to resist.

Effects of Social Attacks

Building / Eroding Intimacies: Takes Conviction successful attacks, one per scenes to build or erode an Intimacy

Compelling Behavior: Spend a scene doing a task, that do not go against Motivation

Betray Motivation: Must be reduced to zero Willpower by attacks against Motivation, goes permanent Willpower + Essence days without gaining full Willpower.

Virtues

Compassion	Conviction	Temperance	Valor
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□□□□□	□□□□□	□□□□□	□□□□□

Intimacies

Motivation

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Soak and Defense

Bashing Soak:	Lethal Soak:	Aggravated Soak:
Stamina + Armor (B)	Stamina / 2 + Armor (L)	Armor (L)

Dodge DV:	Join Combat:	Move / Dash:
(Dex. + Dodge + Essence + spe.) / 2	Wits + Awareness	Dex. – armor mobility (+ 6)

Weapons

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes

Armor

Armor	Type	Soak (L/B)	Hardness	Fatigue	Mobility	Notes

In Combat

Grappling (Clinch Attack)

If clinch is successful victim is Inactive, attacker can choose to:

Break hold: Throw opponent up to Strength meters away – knockdown check. Or throw to the ground – prone. Or release the victim.

Crush: Strength + additional successes from attack, Piercing bashing.

Hold: Keep holding her opponent.

On additional actions: Opposed Strength or Dexterity + Martial Arts to control the clinch.

Effects

Bleeding: Stamina + Resistance. Difficulty: 2 to stop bleeding

Knock back: 1 meter per 3 raw damage, will be prone

Knockdown: If raw damage > Stamina + Resistance, then: Dexterity or Strength + Athletics or Resistance. Difficulty: 2, will be prone

Stunned: If damage > Stamina, then: Stamina + Resistance. Difficulty: damage – stamina

Special Attacks

Coup de Grace (-1e): Maim instead of killing

Disarming (-2e close or -4e range): Reflexive Wits + Ability to hold on to weapon

Fierce Blows (-1e): +2 lethal or aggravated, or +3 bashing damage to target

Pulling Blows (-1e): Makes lethal or aggravated damage bashing

Showing Off (-1e to -4e): Make the 'Z' on an opponent

Sweeping (-1e): Target must test for knockdown

Action Options (Speed / DV modifier)

Aim (3/-1): +1D per tick, may be aborted to attack
Attack (weapon/-1): Attack a target
Block Movement (5/-1): Contested ([Strength or Dexterity] + Athletics), ties favor the blocker
Change Weapon(s) (weapon/-1): Speed of the slowest weapon
Climb, Swim (3/-2): Move: (Dex. - Armor mobility) / 2 meters per tick
Coordinated Attack (5/-0): Charisma + War, diff: number of participants / 2
Dash (3/-2): Sprint: Dex. + 6 - Armor mobility meters per tick
Defend Another (5/-1): Range: Dex. Meters. Dodge not usable. Attack has to get through all DVs to a target or defender
Flurry (longest action/sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted
Inactive (5/special): DV = 0
Join Battle (varies/-0): Wits + Awareness. Speed: highest roll – own success. Max 6 ticks, min 0 ticks
Jump (5/-1): Up: Strength + Athletics meters. Ahead: 2 * Up
Miscellaneous Action (5/-1 to -3): Do something else
Move (0/none): Move Dex. - Armor mobility meters per tick
Read Strategy (5/-0): Perception + War, diff: opponents (Manipulation + War) / 2
Rising from prone (5/-1): Will be at -1e when prone
Range shooting (varies e): x = weapon listed range. Range: 0x -> 1x: -0e, 1x -> 2x: -1e, 2x -> 3x: -2e

Transfer rates

Jade: 1 Talent = 8 Bars = 64 Minae = 128 Shekels = 1024 Obols = 4096 Bits
Jade Script: 1 Koku = 8 Qiuan = 16 Siu = 24 Yen
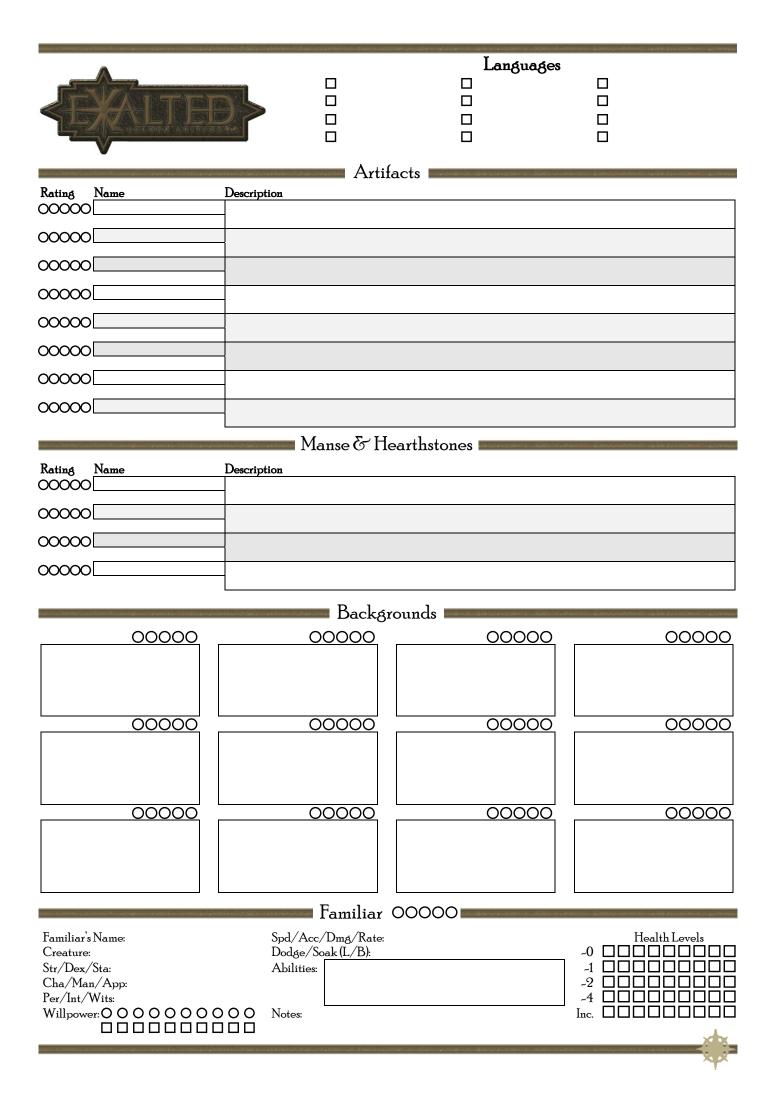**Silver:** 1 Talent = 4 Dirhams = 1600 Dinars = 64 Pounds

1 Talent (Jade) = 5 Talents (Silver)   1 Obol = 4 Bits   3 Dirhams = 1 Cowrie
6 Cowrie = 1 Obols

Currency

Jade		Jade Script		Silver	
Talents	_____	Koku	_____	Talents	_____
Bars	_____	Qiuan	_____	Dirhams	_____
Minae	_____	Siu	_____	Dinars	_____
Shekels	_____	Yen	_____	Pounds	_____
Obos	_____				
Bits	_____			Cowrie	_____

Possessions

Mutations

Mutation name	Degree	Effect

Merits & Flaws

Name	Cost	Effect

Languages

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

Artifacts

Rating	Name	Description
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○○○○○		
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Manse & Hearthstones

Rating	Name	Description
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○○○○○		
○○○○○		
○○○○○		

Backgrounds

○○○○○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○

Familiar ○○○○○

Familiar's Name:
Creature:
Str/Dex/Sta:
Cha/Man/App:
Per/Int/Wits:
Willpower: ○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Spd/Acc/Dmg/Rate:
Dodge/Soak (L/B):
Abilities:

Notes:

Health Levels

–0	☐☐☐☐☐☐☐☐
–1	☐☐☐☐☐☐☐☐
–2	☐☐☐☐☐☐☐☐
–4	☐☐☐☐☐☐☐☐
Inc.	☐☐☐☐☐☐☐☐

EXALTED

Possessions

Experience

Total:_____

Total spent:_____

Spent on:

Description

Age:

Height: Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

Picture

History