EXALTED
SECOND EDITION

Name:_____ Concept:_____

Player:_____ Caste:_____

Attributes

Strength_____ ⚪⚪⚪⚪⚪ Charisma_____ ⚪⚪⚪⚪⚪ Perception_____ ⚪⚪⚪⚪⚪
Dexterity_____ ⚪⚪⚪⚪⚪ Manipulation_____ ⚪⚪⚪⚪⚪ Intelligence_____ ⚪⚪⚪⚪⚪
Stamina_____ ⚪⚪⚪⚪⚪ Appearance_____ ⚪⚪⚪⚪⚪ Wits_____ ⚪⚪⚪⚪⚪

Abilities

Dawn
☐ Archery_____ ⚪⚪⚪⚪⚪
☐ Martial Arts_____ ⚪⚪⚪⚪⚪
☐ Melee_____ ⚪⚪⚪⚪⚪
☐ Thrown_____ ⚪⚪⚪⚪⚪
☐ War_____ ⚪⚪⚪⚪⚪

Night
☐ Athletics_____ ⚪⚪⚪⚪⚪
☐ Awareness_____ ⚪⚪⚪⚪⚪
☐ Dodge_____ ⚪⚪⚪⚪⚪
☐ Larceny_____ ⚪⚪⚪⚪⚪
☐ Stealth_____ ⚪⚪⚪⚪⚪

Zenith
☐ Integrity_____ ⚪⚪⚪⚪⚪
☐ Performance_____ ⚪⚪⚪⚪⚪
☐ Presence_____ ⚪⚪⚪⚪⚪
☐ Resistance_____ ⚪⚪⚪⚪⚪
☐ Survival_____ ⚪⚪⚪⚪⚪

Eclipse
☐ Bureaucracy_____ ⚪⚪⚪⚪⚪
☐ Linguistics_____ ⚪⚪⚪⚪⚪
☐ Ride_____ ⚪⚪⚪⚪⚪
☐ Sail_____ ⚪⚪⚪⚪⚪
☐ Socialize_____ ⚪⚪⚪⚪⚪

Twilight
☐ Craft_____ ⚪⚪⚪⚪⚪
☐ Investigation_____ ⚪⚪⚪⚪⚪
☐ Lore_____ ⚪⚪⚪⚪⚪
☐ Medicine_____ ⚪⚪⚪⚪⚪
☐ Occult_____ ⚪⚪⚪⚪⚪

Other
☐ _____ ⚪⚪⚪⚪⚪
☐ _____ ⚪⚪⚪⚪⚪
☐ _____ ⚪⚪⚪⚪⚪
☐ _____ ⚪⚪⚪⚪⚪
☐ _____ ⚪⚪⚪⚪⚪

Essence

⚪ ⚪ ⚪ ⚪ ⚪

Anima Effects
- Cause the caste mark to glow brightly for a scene (1 mote)
- Cause the anima to glow brightly enough to read by for a scene (1 mote)
- Know the precise time of the day (1 mote)
-

Personally: /

Peripherally: /

Anima Banner

Anima Banner Levels
1 – 3 motes: Weak caste mark
  Perception + Awareness to notice
4 – 7 motes: Strong caste mark
  Stealth at -2e difficulty
8 – 10 motes: Mild aura
  Stealth impossible
11 – 15 motes: Bonfire aura
  Anima power auto-activation
16+: Iconic aura
  Fades then no peripherally essence used

Advanced

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

Bashing: 3 hours per level
Lethal and Aggravated: -0: 6 hours, -1: 2 days,
-2: 4 days, -4 and incapacitated: 1 week
Dying: Losing one dying level per 5 tick, can be saved with a Wits +
Medicine diff 5 + (number of dying levels lost) roll

Willpower
⚪⚪⚪⚪⚪⚪⚪⚪⚪⚪
☐☐☐☐☐☐☐☐☐☐

Virtues
Compassion   Temperance
⚪⚪⚪⚪⚪   ⚪⚪⚪⚪⚪
☐☐☐☐☐   ☐☐☐☐☐
Conviction   Valor
⚪⚪⚪⚪⚪   ⚪⚪⚪⚪⚪
☐☐☐☐☐   ☐☐☐☐☐

Virtue Flaw

Partial Control

Duration

Limit Break Condition

☐☐☐☐☐☐☐☐☐☐

Charms

Charm	Cost	Duration	Type	Keywords	Effect

Combos

Combo	Cost	Charms

Sorcery

Sorcery	Cost	Duration	Type	Target	Effect

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Soak and Defense

Bashing Soak:
Stamina + Armor (B)

Lethal Soak:
Stamina / 2 + Armor (L)

Aggravated Soak:
Armor (L)

Dodge DV:
(Dex. + Dodge + Essence + spe) / 2

Join Combat:
Wits + Awareness

Move / Dash:
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

Change Weapon(s) (weapon/-1): Speed of the slowest weapon

Climb, Swim (3/-2): Move: Dex. - Armor mobility 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

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. 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: x0 –> x1: -0e, x1 –> x2: -1e, x2 –> x3: -2e

Social Defense and Join Debate

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

Join Debate:
Wits + Awareness

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 * (Dex. + 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 * (Dex. - Armor mobility) meters per long tick

Additional

Attack support an Intimacy: -1 to DV

Attack according to dominating Virtue (rate 3+): -2 to DV

Attack aligned with 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: Reflexive pay 1 Willpower point to resist.

Effects of Social Attacks

Building / Eroding Intimacies: Takes Conviction success full 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.

Intimacies

Motivation

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Artifacts

Rate	Name	Description
○○○○○		
○○○○○		
○○○○○		
○○○○○		
○○○○○		
○○○○○		
○○○○○		
○○○○○		

Manse & Hearthstones

Rate	Name	Description
○○○○○		
○○○○○		
○○○○○		
○○○○○		

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. ☐☐☐☐☐☐☐☐☐

Possessions

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Experience

Total:_____

Total spent:_____

Spent on:

Description

Age, actual: Age, apparent:

Height: Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

Picture

History