# 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
☐ _____ ○○○○○
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## Essence

### Anima Effects

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Personal:        /        /

Peripheral:        /        /

Overdrive:        /

### 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 when no peripherally essence is used

## Advanced

### Health Levels

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

Healing Times, for each health level
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 ticks, can be saved with a
Wits + Medicine, diff: 5 + (number of dying levels lost)

### Specialties

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### Banked actions & Style points

_____        _____
_____        _____
_____        _____
_____        _____

# EXALTED

## Social Traits

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

**Join Combat:** 
Wits + Awareness

**Willpower:** ○○○○○○○○○○
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## 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** ○○○○○ □□□□□

**Temperance** ○○○○○ □□□□□

**Conviction** ○○○○○ □□□□□

**Valor** ○○○○○ □□□□□

**Virtue Flaw:**_____

**Duration:**_____

**Limit points** □□□□□□□□□□

**Limit Break Condition:**_____

**Partial Control:**_____

**No Control:**_____

## Intimacies

## Motivation

**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 |
|--------|-------|-----|--------|-----|------|-------|------|-------|
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## Armor

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

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## Languages

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## Charms

| Charm | Cost | Duration | Type | Keywords | Effect |
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## Combos

| Combo | Cost | Charms |
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## Sorcery

| Sorcery | Cost | Duration | Type | Target | Effect |
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## Languages

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## Artifacts

| Rating | Name | Description |
|--------|------|-------------|
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## Manse & Hearthstones

| Rating | Name | Description |
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## Backgrounds

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## 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. ☐☐☐☐☐☐☐☐☐☐

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## Possessions

## Experience

Total:_____

Total spent:_____

## Spent on:

## Description

Age, actual:                    Age, apparent:

Height:                         Weight:

Gender:

Eyes:

Hair:

Homeland:

Skin:

## Picture

## History