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PERSONAL INFO

NAME _____ PLAYER _____
 CONCEPT _____
 PERSONALITY _____
 CASTE _____ SIFU _____ FACTION _____
 HAIR _____ SKIN _____ EYES _____

ATTRIBUTES

STRENGTH ●○○○○
 DEXTERITY ●○○○○
 STAMINA ●○○○○
 CHARISMA ●○○○○
 MANIPULATION ●○○○○
 APPEARANCE ●○○○○
 PERCEPTION ●○○○○
 INTELLIGENCE ●○○○○
 WITS ●○○○○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □ □ □

NATURE

Regain WILLPOWER when: _____

VIRTUES

COMPASSION ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 TEMPERANCE ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 CONVICTION ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 YALOUR ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

PARADOX

□ □ □ □ □ □ □ □ □ □ □ □

Current PARADOX effects: _____

ESSENCE & ANIMA

PERMANENT ESSENCE

● ● ○ ○ ○ ○ ○

PERSONAL _____ Total / Available

PERIPHERAL _____ Total / Available

COMMITTED

ANIMA EFFECTS

- Cause skin to glow brightly (1 mote)
- Cause anima banner to glow brightly enough to read by for a scene (1 mote)
- Recognize the presence of a gateway to Heaven within (permanent Essence x 100) feet (1 mote)
- LESSER SIGN (10 moles): _____

	BANNER FLARE	STEALTH	PARADOX
1-3	Castle mark glitters	Normal	
4-7	Castle mark burns	+2	●
8-10	Soft halo	Impossible	+●
11-15	Coruscant halo	Impossible	
16+	Brilliant halo	Impossible	

ABILITIES

JOURNEYS
☐ ENDURANCE ○○○○○
☒ RIDE ○○○○○
☐ SAIL ○○○○○
☐ SURVIVAL ○○○○○
☐ THROWN ○○○○○

SERENITY
☐ CRAFT () ○○○○○
☐ CRAFT () ○○○○○
☒ DODGE ○○○○○
☐ LINGUISTICS ○○○○○
☐ PERFORMANCE ○○○○○
☐ SOCIALISE ○○○○○

BATTLES
☐ ARCHERY ○○○○○
☐ BRAWL ○○○○○
☐ MELEE ○○○○○
☐ PRESENCE ○○○○○
☐ RESISTANCE ○○○○○

SECRETS
☐ INVESTIGATION ○○○○○
☒ LARCENY ○○○○○
☐ LORE ○○○○○
☐ OCCULT ○○○○○
☒ STEALTH ○○○○○

ENDINGS
☐ AWARENESS ○○○○○
☒ ATHLETICS ○○○○○
☐ BUREAUCRACY ○○○○○
☐ MARTIAL ARTS ○○○○○
☐ MEDICINE ○○○○○

SPECIALTIES

○○○
 ○○○
 ○○○
 ○○○
 ○○○

❖ This ability is commonly affected by mobility penalty

WEAPONRY & ATTACKS

MELEE WEAPONS

SPEED ACCURACY DAMAGE DEFENCE RATE

inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability

inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability

inc. modifiers: + Initiative +Dex +Ability +Strength +Dex +Ability

MISSILE WEAPONS

ACCURACY DAMAGE RATE RANGE

inc. modifiers: +Dex +Ability +Strength

inc. modifiers: +Dex +Ability +Strength

• FIST: Spd +0 Acc +1 Dmg +0B Def +2 Rate 5 • KICK: Spd -3 Acc +1 Dmg +3B Def -3 Rate 3

• CLINCH: Spd -6 Acc +0 Dmg +0B Def +0 Rate 1 (Clinches cause piercing damage)

ARMOUR

ARMOUR SOAK (B/L) MOB PEN FATIGUE HARDNESS SHIELD COVER BONUS
 T-type Melee Missile

COMBAT

BASE INITIATIVE Dexterity + Wits - Wound Pen
 DODGE POOL Dexterity + Dodge + Essence - Mob Pen

• **KNOCKDOWN:** Character may be knocked down if receives more than Stamina + Resistance pre-soak damage in a single blow. Stamina + Resistance (difficulty 1) to avoid. Fallen characters are at -2 to all dice pools until an action is spent standing up. Alternatively, characters may suffer **KNOCKBACK**. Every three points of raw damage throws them 1 yard back. Knockback never causes lethal damage.

KNOCKDOWN Stamina + Resistance

• **STUNNING:** Characters who take more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty equal to the difference) or be stunned for (6 - Stamina) turns. Stunned characters are at -2 dice to all dice pools.

STUN THRESHOLD Stamina

STUN DURATION 6 - Stamina

HEALTH

BASE SOAK (B/L) Sta / Sta ÷ 2
 + ARMOUR (B/L/A) / / /
 + (B/L/A) / / /
 = TOTAL (B/L/A) / / /
 = TOTAL VS. PIERCING / / /

-0 □ □ □ □ □ □ Dex+12 yds/In
 -1 □ □ □ □ □ □ Dex+8 yds/In
 -2 □ □ □ □ □ □ Dex+4 yds/In
 -4 □ □ □ □ □ □ Dex+0 yds/In
 INCAPACITATED □ No Movement

MARKING DAMAGE: ☒ Bashing ☒ Lethal ☒ Aggravated

• **HEALING:** Bashing damage heals 1 health level per 3 hours of rest. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage cannot be healed magically but otherwise is healed at the same rate as lethal.

• **BLEEDING:** Caused by 1L damage. Stamina (difficulty 1) to close wounds by force of will or lose 1L every few minutes.

• **INFECTION:** Caused by 1L damage. Stamina + Resistance (difficulty 1 or more) to resist.

• **DEATH & DYING:** When character reduced below Incapacitated, expires after (Stamina - 1 per health level below incapacitated) turns. Only magical healing which raises their health to incapacitated can save the character.

COMBAT SEQUENCE

1) Attack Roll 2) Subtract Penalties (shields, cover, etc.) 3) Defence Roll (if successes remain) 4) Determine Damage
 5) Check For Knockdown 6) Apply Soak 7) Roll Damage (minimum = essence) 8) Apply Damage 9) Check For Stun

CHARMS, COMBOS & SORCERY

[illegible]

* Only a single charm may be used per turn, although the same charm may be used multiple times if it is *Supplemental* or *Reflexive*. However, by combining multiple charms into a Combo, more than one charm can be used in a turn, provided each charm used is part of that combo.

- ♦ Dice pools granted by *Extra Action* charms may not split.
- ♦ Charms can only add up to attribute + essence to a dice pool. However, Sidereals can add more dice when using Martial Arts charms, in which case they may add up to Attribute + Ability + Specialty.

BACKGROUNDS

[illegible]

MERITS & FLAWS

	COST

LANGUAGES

POSSESSIONS

[illegible]

EXPERIENCE

--

RESPLENDENT DESTINIES

[illegible]

COLLEGES

[illegible]

GAINING PARADOX

- Every out-of-character act ●
- Every month you live in a location where you've had a dozen or more known resplendent destinies in the last 10 years. ●
- Character wearing a resplendent destiny causes her anima banner to activate at the 4-7 level.... ●
- ...at the 8-10 level or above. +●
- Confusing meeting as her Exalted self with someone she's had contact with while wearing a resplendent destiny. ●
- Confusing meeting wearing a resplendent destiny with someone she's had contact with as a past resplendent destiny... ●●
- ...and they conclude she's a one resplendent destiny imitating another. +●
- ...and they conclude she's a supernatural being. +●●

ARCANE FATE

- ♦ +3 to all Performance, Presence, Socialize and Larceny rolls to masquerade as a non-specific person or explain breaches of disguise or of resplendent destiny. The difficulty for these rolls is always 1.
- ♦ +3 dice to Intelligence + Larceny disguise rolls. Plus an additional +3 dice when under a Resplendent Destiny. Also difficulty 1.
- ♦ Others are at a -3 to spot or remember the Sidereal or see through a donned resplendent destiny.
- ♦ -3 to build relationships, trust or love.
- ♦ Wits + Occult (difficulty 1) with -3 to the dice pool to remember Sidereals. Roll is made at 1 turn, 1 minute, 1 hour, 1 day, 1 week, 1 month, 1 season & 1 year.