						EXALTED 2ND SHEET BY VOIDSTA		VOIDSTATE.COM-MO	RE RPG STUFF AT WWW.VOIDSTATE.COM/RPC
3562	CHAR	ACTER NAME					(Max = WP	+ Compassion)	
CONCEPT:									
				-					
		_ HAIR:		-					
ANIMA TOTEM:				-					
		_ SKIN:					VIR7	TUES 💳	
HOMELAND:		FEATURES:		-		COMPASSION	CONVICTION	VIRTUE FLA	W
SEX: A	\GE:			NOTES / PORTRA	IT / ANIMA BANNER	●0000	●0000	EFFECT/DURA	TION
		ATTRIE	UTES —	NOTES / PORTRA	II / ANIMA BANNER	TEMPERANCE	VALOUR	LIMIT DDEAK	CONDITION
CTDENICTU	•0000			DEDCEDTION	•0000	●0000	●0000	LIMIT BREAK C	CONDITION
STRENGTH		CHARISMA	•0000	PERCEPTION	•0000			LIMIT [
DEXTERITY	•0000	MANIPULATION	0000	INTELLIGENCI			WILLPOWER	Q. ECCI	ENICE -
STAMINA	•0000	APPEARANCE	•0000	WITS	•0000		WILLPOWER		WILLPOWER
		ABILI	TIES —				NT ESSENCE		0000000
Caste/		Caste/		Caste/	Inc. mob.	•0000	00000		
Favoured	00000	Favoured		Favoured ATHI FTICS	00000 pen.	PERSONAL MOTES			ANIMA EFFECTS
ARCHERY MARTIAL AR	00000 TS 00000	O CRAFT	00000	Ţ	SS 00000				Cause Caste Mark to glow (1 mote)
MARTIAL AR MELEE	00000		00000	DODGE AWARENE	00000				Cause anima to glow brightly
O THROWN	00000	- I	00000	Z O LARCENY	00000	Σ	-⊢₌		enough to read by for a scene (1 mote)
O WAR	00000	WILIGHT	00000	O STEALTH	00000		AVAII	LABLE	Know the precise time of day fo
		≱	00000			PERIPHERAL MOTES			the rest of the scene (1 mote)
_ O INTEGRITY	00000	≧	00000		ACY 00000		· 🗆		
置中 PERFORMANC		. O INVESTIGAT	ION 00000		s 00000		- 🗌 📗		
PERFORMANCE PRESENCE RESISTANCE	00000	Q LORE	00000	RIDE	00000	€	- 🗆 📗		
I	00000	MEDICINE	00000	SAIL	00000	δ	· 🔲 📗		
O SURVIVAL	00000	O OCCULT	00000	O SOCIALISE	00000		·		
SPECIALTIES Specialty (Ability)							=AVAII	LABLE	
	000					MOTES BANNER SPENT FLARE	STEALTH	ANIMA Y ACTIVATES	REGAINING ESSENCE
	000	-	000				DIFFICULT ark glitters Normal	No No	(no combat, etc.); 4 motes p
	000		000		000	4-7 Caste ma	ark shines +2	No	hour, x2 when completely relaxe (sleeping, massage, etc.); Person Essence regained first, the
		COM	BAT —			8-10 Coruscar			Peripheral; Hearthstones grant bonus of Manse level x 2; Cu
ION BATT			moured / Mass Combat	IOIN WAR	/ Complementary	11-15 Brilliant		_	background grants varying bonu Half rate in shadowlands; Nor
JOIN BATT	its + Awareness	DODGE DV ((Dex + Dodge + Essence) / 2) - Mob	Pen., / War caps Dodge	Wits + Awareness / Wits +	War - Magnitude				regained in the Underworld.
WEAPONS	SPEED ACCUI	RACY DAMAGE	RATE	DEFENCE / PDV RA	NGE BONUS SUCCESSES		SOCIAL (COMBA	Τ'
Punch	Weapon Weapon	/Total / MC Weapon / Total /	MC / Type Weapon	Weapon / Total / Mass Wea	apon Might / Attack / Total	JOIN	I DEBATE	DODGI	
Kick	5 +0		B 2	-2			Wits + Awareness	(Willpower + I	ntegrity + Essence) / 2
Clinch	6 +0		B 1	+0		ATTACKS	SPEED HONES	STY / STY MDV	DECEPTION / RATE DECEPTION MDV
						PRESENCE	4		
						PERFORMANCE	6		
	_ 🔲 🔲					INVESTIGATION	5		2
To calculate total add	₋	Dex + Ability	Strength	Dex + Ability / 2	(Attack successes added		Charisma Divide by 2		fanipulation + Ability Divide by 2 for MDV
TO Catculate total au				War caps Ability for MC	by unit in Mass Combat)		MOVEMENT	Г & НЕА	LTH
ARMOUR		PEN. IGUE NESS	SOAK		Bashing / Lethal / Aggravated	MOVE DASH	JUMP	WOUND	HEALTH LEVELS
	Bashing / Lethal		BASE SOAK Stamina / S				Horizontal Vertical	PENALTY	Ox-Body Health Levels
			ARMOUR Use Lethal soak	c for Aggravated				-0	9 00000
			TOTAL TOTAL +					-1	00000
TOTA			MASS COMBAT Add u	nit's Armour rating					9 00000
		total, use highest value not sum		· ·				-2	00000
ORDER OF ATTACK EVE		ON ACTIONS need / DV Penalty)	Г	ld / Pool to Resist	Threshold / Pool to Resist			-4	7 00000
Declare Attack Declare Defense	Join Bat	ttle (Varies/None)		Sta + Resistance / Si	tamina / Stamina + Resistance		Str + Athletics Str + Athletics	-4	Dying Health Levels
Declare Defense Attack Roll Attack Reroll	Physica	Weapons (5/-1) Il Attack (Varies/-1) Attack (Varies/-2)	[Sta or Dex]+ [Athleti Characters are knoc		ters who suffer man-	- Mob Pen Mob. Pen. - Wound - Wound	- Mob. Pen Mob. Pen. - Wound - Wound	INCAP/	0 00000
 Subtract Penalties/ Apply Defenses 	Co-ordi Simple	inate Attack (5/None) Charm (6/-1)	an attack deals damage than their	more raw health	ters who suffer more levels of damage than tamina in a single blow	Penalty Penalty	Penalty) x 2 Penalty	DYING	Stamina
6. Defense "Reroll" 7. Calculate Raw Dam	Guard	(3/None) (0/None) 3/-2)	Resistance). Roll [: Dexterity] + [At	Stamina or must m thletics or + Resis	nake a reflexive Stamina stance roll (difficulty =				Bashing Lethal Aggravate
8. Apply Hardness & S Roll Damage	l lump (5/-1)	Resistance] (difficu avoid. Rising from pr an action. Prone cha	lty 2) to damage	e - Stamina) or be d until their attacker	HEALING: Bashing damage hours. Lethal damage he	ge heals 1 health level per 3 ealing rate varies (-0 = 6	Incapacitated b	YING: Characters reduced below y L damage, must take the Inactiv
Counterattack One of the second sec	Rise Fro	aneous (5/Varies)	a -1 external penalty	rto all non- take a -	cts. Stunned characters 2 internal penalty to all	hours; -1 = 2 days; -2 Incapacitated = 1week). I	ealing rate varies (-0 = 6 = 4 days; -4 = 1 week; Double these times if not	action, losing or character's sho	ne Dying Health Level each action. A uld have the opportunity for a las
KHOCKOOWH & STUNI	IIIactive	e (5/Special)	reflexive physical rol	is. non-re	flexive physical rolls.	resting. Agg. damage cann	ioi de nealed magically.	gramatic solilog	luy before death.
CURRENT DV /	MDV PENA	LTY A	0.0			TICK TRACK	***	04	
Use paper clips or markers to trackyo Penalty resets on your action.			-2 -3	-4 -5 -		Use paper clips or markers to track the ticks until your character's nex		2	3 4 5 6

































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	COST	TYPE			KEYWORDS / DESCR			PAGE		GENE	RAL CI	HARMS
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									Resistance	0 0	_	
						A			Ride	0 0	_	
First (Ability) Excellency	1m/die	Reflexive	Instant	1 or 2	-	ax = Attribute + Ability	. 1 (2	183	Sail	0 0	_	
Second (Ability) Excellency	2m/success		Instant	1 or 2		oll. Max = (Attribute + Abili	,	184	Socialise	0 0	0 0	
Third (Ability) Excellency	<u>4m</u>	Reflexive	Instant	4 or 5		best of two results. Add (Ab		185	Stealth	0 0	0 0	
Infinite (Ability) Mastery	2m + 1wp	Reflexive	1 Scene			- 3rd excellencies by 1m pe	r 2m committed	185	Survival	0 0	_	20
(Ability) Essence Flow	none	Permanent				ies do not count as charms		187	Thrown	0 0		0 0
							cannot be included in mund		\λ/ar			
Permanent Charms permanently enhance a	character's capabilities. Charm	s may never ad	d more than th	e relevant Attrib	ute + Ability in dice (or hal	f that in successes) to any given ro	cannot be included in mund ll	dane nurnes.	. War	00		
Permanent Charms permanently enhance a	character's capabilities. Charm	s may never ad	d more than th	e relevant Attribi	ute + Ability in dice (or hal	f that in successes) to any given ro	LANG			00		
Permanent Charms permanently enhance a	character's capabilities. Charm	s may never ad	d more than th	e relevant Attribi	nute + Ability in dice (or hal	f that in successes) to any given ro	ll					
Permanent Charms permanently enhance a	character's capabilities. Charm	s may never ad	d more than th	e relevant Attribi	ute + Ability in dice (or hal	Simple and Extra Action Charms f that in successes) to any given re	ll					
Permanent Charms permanently enhance a	character's capabilities. Charm ACKGROUND RATING DES	s may never ad	d more than th	e relevant Attribi	ute + Ability in dice (or hal	Simple and Extra Action Charms f that in successes) to any given re	ll					
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Permanent Charms permanently enhance a Carlo	ACKGROUNE RATING DES	S & A	RTIFAC	e relevant Attribu	ute + Ability in dice (or hal	f that in successes) to any given ro	LANG	RIENC	ES	ENT		
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UNIT NAME	ACKGROUNE RATING DES	S RA A CRIPTION SP CL	EED EED	MA HI	SS COMBA EALTH	f that in successes) to any given ro	LANG EXPER EXPER LOCATION CLOSE: x2 close corrating, x2 DV from shields/crower onnow	RIENC	COMM Action (sp Move (Dash (3	DN ACT ENT ON (None)	LOO 	CATION
UNIT NAME	ACKGROUNE RATING DES	S RA A CRIPTION SP CL	EED OSE	MA	SS COMBA EALTH	ARMOUR	LANG EXPER EXPER LOCATION CLOSE: x2 close corrating, x2 DV from shields/crower onnow	RIENC	COMM Action (sp Move (Dash (3	DN ACT ENT ON (None)	LOO 	CATION
UNIT NAME	Character's capabilities. Charm CKGROUNE	S RAY NEVER AND S & A CICRIPTION SP CL C	EED OSE Average	MA HI	SS COMBA EALTH	ARMOUR Members' Lethal soak / 3, round up	UNIT FORMATION CLOSE: x2 close com rating, x2 DV from shields/cover, oppon magnitude for range -2 difficulty to hesit: RELAXED: x2 DV fro shields/cover vs. ran	SSION state of the	COMM Action (sp Move (Dash (3	DN ACT ENT ON (None)	LOO 	CATION
UNIT NAME	Character's capabilities. Charm CKGROUNE	S Ray never ad S & A CRIPTION SP CL Cl REI	EED OSE Average Average	MA HI	SS COMBA EALTH	T ARMOUR Members' Lethal soak / 3, round up MOB. PEN. Average of all members	UNIT FORMATION CLOSE: x2 close com rating, x2 DV from shields/cover, oppon magnitude for range -2 difficulty to hesit: RELAXED: x2 DV fro shields/cover vs. ran SKIRMISH: x2 DV fro shields/cover vs. ran SKIRMISH: x2 DV fro	RIENC SSION and the ents at x2 d attacks. m gged. m m m gged. m m m gged. m m m gged. m m	COMM Action (Sp Move (Dash (3) Guard (Inactive Change Disenge Turn (3) Split Ur School of Split (1)	DN ACTT ed / DV Pe 0/None) (5/Spec (5/Spec (5/3) None) (1) (1) (1) (1) (1) (1) (1) (1) (1)	LOO LOONS nalty) on (5/-	CATION
UNIT NAME	Character's capabilities. Charm CKGROUNE	S Ray never ad S & A CRIPTION SP CL Cl REI	EED OSE Average	MA HI X 70 X 70	SS COMBA EALTH	ARMOUR Members' Lethal soak / 3, round up MOB. PEN.	LANG EXPER EXPER LOCATION SIRINIST SIRINIST SIRINIST SIRINIST SIRINIST SIRINIST SIRINIST SIRINIST LOCATION LOCATI	RIENC SSION and attacks, ation rolls. mgged. mgged	COMM Action (Sp Move (Dash (3) Guard (Inactive Change Disenge Turn (3) Split Ur School of Split (1)	DN ACTT ed / DV Pe 0/None) (5/Spec (5/Spec (5/3) None) (1) (1) (1) (1) (1) (1) (1) (1) (1)	LOO LOONS nalty) on (5/-	
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UNIT NAME MAGNITUDE OOOOOOO MIGHT OOOOOOOO	Character's capabilities. Charm CKGROUNE	S May never ad S & A CRIPTION SP CL Cl SK SK SK	EED OSE Average LAXED Average	MA HI × 70 100	SS COMBA EALTH OOO OOO OOO OOO OOO OOO OOO OOO OOO	T ARMOUR Members' Lethal soak / 3, round up MOB. PEN. Average of all members HARDNESS	LANG EXPER EXPER LOCATION CLOSE: x2 close corrating, x2 DV from shields/cover, oppon magnitude for range -2 difficulty to hesit. RELAXED: x2 DV fror shields/cover vs. ran SKRMISH: x2 DV fro shields/cover vs. all x1 +3 DV vs. ranged, op gain x2 magnitude ir combat (x3 in close comba	mbat nents at x2 d attacks, attacks, myoponents n close uulty to	COMM Action (sp Move (Dash (3	DN ACT ed / DV Pe O/None) (5/Spec -7) * it (3/-1) init (3/- init (3/-	LOONS nalty) on (5/ one) * arracter((1)) * 0) *	CATION 11)*