EXALTED
SECOND EDITION

Name:_____ Concept:_____

Player:_____ Caste:_____

Attributes

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

Abilities

War
☐ Archery_____ ○○○○○
☐ Athletics_____ ○○○○○
☐ Awareness_____ ○○○○○
☐ Dodge_____ ○○○○○
☐ Integrity_____ ○○○○○
☐ Martial Arts_____ ○○○○○
☐ Melee_____ ○○○○○
☐ Resistance_____ ○○○○○
☐ Thrown_____ ○○○○○
☐ War_____ ○○○○○

Life
☐ Craft_____ ○○○○○
☐ Larceny_____ ○○○○○
☐ Linguistics_____ ○○○○○
☐ Performance_____ ○○○○○
☐ Presence_____ ○○○○○
☐ Ride_____ ○○○○○
☐ Sail_____ ○○○○○
☐ Socialize_____ ○○○○○
☐ Stealth_____ ○○○○○
☐ Survival_____ ○○○○○

Wisdom
☐ Bureaucracy_____ ○○○○○
☐ Investigation_____ ○○○○○
☐ Lore_____ ○○○○○
☐ Medicine_____ ○○○○○
☐ Occult_____ ○○○○○
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Essence

Innate Powers
Can vaguely sense the presence of jade within Essence * 5 m (1 mote)
Concentrate to find the exact jade deposit (1 mote)
Can determine if the concentration of the jade deposit and if it contains the Essence of a Jadeborn (1 mote)
Gains +4 dice to resist the Wyld
Takes 1 aggravated level of damage per mutation point instead of a mutation from the Wyld

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Personal: _____ / _____

Divergence points
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The Great Geas Offences
Breaking a sworn oath (5 points)
Unwarranted attack against a Celestial Exalt (5 points)
Killing a Celestial Exalt (5 points)
Killing a Terrestrial Exalt (3 points)
Aiding enemies of Creation (4 points per assistance)
Associating with enemies of Creation (2 points per week)
Accepting worship from mortals (3 points per week)
Subjecting mortals to Jadeborn authority (1 point per week)
Living above ground more than a month outside service to an exalt (1 point per month)
Refusing to build an artifact for a Celestial Exalt, when properly commanded (1 point per week of refusal)

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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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	Conviction	Temperance	Valor
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Intimacies

Motivation

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

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

EXALTED

Languages

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Charms

Charm	Cost	Duration	Type	Keywords	Effect

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Languages

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Artifacts & Panoply

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Backgrounds

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Familiar ○○○○○ ○

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ○○○○○○○○○○
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Spd/Acc/Dmg/Rate:

Dodge/Soak (L/B):

Abilities:

Notes:

Health Levels

-0 ☐☐☐☐☐☐☐☐

-1 ☐☐☐☐☐☐☐☐

-2 ☐☐☐☐☐☐☐☐

-4 ☐☐☐☐☐☐☐☐

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Languages

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Manse & Hearthstones

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Possessions

Experience

Total: _____

Total spent: _____

Spent on:

Description

Age, actual: Age, apparent:

Height: Weight:

Gender:

Eyes:

Hair:

Home city-state:

Skin:

Picture

History