BASED UPON EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT WWW.VOIDSTATE.COM/RPG THIS VERSION BY JAMES P. BARRETT - JAMES.P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK ■ ATTRIBUTES ■ •0000 00000 STRENGTH •0000 00000 FEATURES: 00000 **•**0000 **•**0000 00000 •0000 MANIPULATION 00000 CASTE: ●0000 00000 APPEARANCE CONCEPT: •0000 00000 PERCEPTION PERSONALITY: ●0000 00000 INTELLIGENCE MOTIVATION: •0000 00000 WITS ABILITIES ■ SPECIALTIES & CRAFTS ■ 90 1st 2nd 3rd 0000 90 .00000 00000 🗆 🗆 🗆 🗆 0000 80 80 _00000 00000 🗆 🗆 🗆 🗆 0000 00000 00000 🗆 🗆 🗆 🗆 0000 70 70 0000 See Craft Section 60 0000 60 0000 ______ DODGE 50 50 0000 90000 INVESTIGATION_OOOOO OOOOO □□□□□□ 40 40 LARCENY ESSENCE = 30 LINGUISTICS 30 PERMANENT ESSENCE • OOO OOOO PRINCIPLE OF MOTION LORE 20 20 PERIPHERAL MOTES PERSONAL MOTES _00000 00000 🗆 🗆 🗆 🗆 MEDICINE 10 10 .00000 00000 🗆 🗆 🗆 🗆 MELEE 00000 00000 🗆 🗆 🗆 🗆 OCCULT იი 00 00000 00000 PRESENCE VIRTUES & WILLPOWER = 00000 00000 🗆 🗆 🗆 🗆 9 9 RESISTANCE INTIMACIES **•**0000 TEMPERANCE □□□□□□ COMPASSION TO TO RIDE 8 8 00000 00000 0000 SAII •0000 ulletCONVICTION VALOR 7 7 SOCIALISE 00000 00000 0000 **STEALTH** WILLPOWER 6 6 00000 00000 0000 SURVIVAL THROWN 5 COMBAT 5 WAR WEAPONS SPEED ACCURACY DAMAGE DEFENCE RATE RANGE 4 4 SOCIAL COMBAT ATTACKS SPEED HON DEC EXC. RATE HONESTY DECEPTION 3 3 MDV HON DEC PRESENCE 2 PERFORMANCE INVESTIGATION 1 (Manipulation + Ability)/2 Manipulat + Ability + Ability)/2 To calculate total add 0 0 DODGE MDV JOIN DEBATE PARRY DV JOIN BATTLE (Willnower + Integrit DODGE DV (Dex + Dodge + Esse Wits+ MOVEMENT & HEALTH ARMOUR SOAK MOB. SOAK JUMP MOVE DASH WOUND HEALTH LEVELS PEN. İĞÜE NESS PENALTY BASE SOAK Stamina / Stamina ÷ 2 Vertical Ox-Body Health Levels -0 ARMOR Use Lethal soak for Aggravated -1 TOTAL TOTAL + _ -2 COMMON ACTIONS ORDER OF COMBAT KNOCKDOWN STUNNING Join Battle (Varies/-0) Declare Attack Declare Attack
Declare Defense
Attack Roll
Attack Reroll
Subtract Penalties/
Apply Defenses
Defense "Reroll"
Calculate Raw Damage
Apply Hardness & Soak,
Roll Damage
Counterattack
Apply Damage,
Knockdown & Stunning Join Battle (Varies/-0)
Ready Weapons (5/-1)
Physical Attack (Varies/-1)
Social Attack (Varies/-1)
Social Attack (Varies/-2)
Co-ordinate Attack (5/-0)
Simple Charm (6/-1)
Guard (3/None)
Move (0/None)
Dash (3/-2)
Jump (5/-1)
Miscellaneous (5/Varies)
Inactive (5/Special) -4 [Sta or Dex]+ [Athletics or Resistance [Sta or Dex)+ (Athletics or Resistance)
Characters may be knocked
down if struck with an attack that
deals more raw damage than
their (Stamina + Resistence).
([Stamina or Dexterity] + [Athletics
or Resistance]) (difficulty 2) to
avoid. Rising from prone requires
an action. Prone characters take a
-1 external penalty to all nonreflexive physical rolls. Characters who suffer more health levels of damage than their Stamina in a single blow must make a reflexive Stamina + Resistance roll (difficulty of damage - Stamina) or be stunned until the attacker next acts. Stunned characters take - 22 internal penalty to all non-reflexive physical rolls. (Str + Athletics INCAP 4. 5. - Mob. Pen - Mob. Pen - Wound Penalty Penalty) x 2 Bashing Lethal Aggravated HEALING: Bashing damage heals 1 health level per 3 hours. 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 DEATH & DYING: Characters reduced below Incapacitated by L damage must take the Inactive action, losing one Dying Health Level each action. All character's should have the opportunity for a last dramatic soliloquy before resting. Agg. damage cannot be healedmagically death





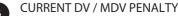




























				CHARMS & SORCERY	
NAME	COST	DURATION	TYPE	EFFECT	PAGE
				COMBOS	
NAME	MI	N. COST CH	HARMS		
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Endurance 00000000	MOVE		ON ACTION	us ————————————————————————————————————	
		Action (Sp	eed / DV Penal		
Stamina + Resistance		Move (0/None)	I .	
	Dexterity x 100	(Dexterity +6) x 100 Dash (3	(/-2)		
Apply target unit's magnitude as an external penalty to all		(Dexterity +6) x 100 Dash (3 Guard (Inactive	3/None) (3/None) (5/Special	[] 	
Apply target unit's magnitude as an external penalty to all Upon each succesful attack roll (Charisma + War) against a fatigue value, on failure lose a dot of Endurance. A charact endurance has a -2 penalty on all actions.	attacks.	+6) x 100 Dash (3 Guard (Inactive Disenge Armour's Spell (5	5/-2) [3/None) e (5/Special age (0/Non	l) le)	