BASED UPON EXALTED 2ND SHEET BY VOIDSTATE-FERG@VOIDSTATE.COM-MORE RPG STUFF ATWWW.VOIDSTATE.COMRRPG THIS VERSION BY JAMES P. BARRETT - JAMES.P.BARRETT@GMALL.COM - Www.BAZZALISK.ORG.UK



 EFFECT/DURATION

LIMIT BREAK CONDITION

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| Threshold/Pool to Resist Thresho |  | ORDER OF COMBAT | COMMON ACTIONS |
| :---: | :---: | :---: | :---: |
|  | STUNNING |  | Action (Speed / DV Penalty) |
| KN |  | 1. Declare Attack | Join Battle (Varies/-0) |
| Sta + Resistance / | Stamina | 2. Declare Defense | Ready Weapons (5/-1) |
| [Sta or Dex]+ [Athletics or Resistance] |  | 3. Attack Roll | Physical Attack (Varies/-1) |
| aracters may be knocked | Characters who suffer more | 4. Attack Reroll | Social Attack (Varies/-2) |
| wn if struck with an attack that | health levels of damage than | 5. Subtract Penalties/ | Co-ordinate Attack (5/-0) |
| deals more raw damage than | their Stamina in a single blow | Apply Defenses | Simple Charm (6/-1) |
| their (Stamina + Resistence). | must make a reflexive Stamina | 6. Defense "Reroll\| | Guard (3/None) |
| ([Stamina or Dexterity] + [Athletics | + Resistance roll (difficulty | 7. Calculate Raw Damage | Move (0/None) |
| or Resistance]) (difficulty 2) to | of damage - Stamina) or be | 8. Apply Hardness \& Soak, Roll Damage | $\begin{aligned} & \text { Dash }(3 /-2) \\ & \text { Jump }(5 /-1) \end{aligned}$ |
| avoid. Rising from prone requires | stunned until the attacker next | 9. Counterattack | Rise From Prone ( $5 /-1$ ) |
| ${ }_{-1}$ an external penalty to all non- | acts. Stunned characters take a | 10. Apply Damage, | Miscellaneous (5/Varies) |
| reflexive physical rolls. | reflexive physical rolls. | Knockdown \& Stunning | Inactive (5/Special) |


| NAME | COST | dURATION | TYPE | EFFECT | PAGE |
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- Solar Exalted may use only one Charm each action. Supplemental and Reflexive Charms may be used multiple times up until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms permanently enhance a character's capabiilties. Charms may never add more than the relevant Attribute + Ability in dice (or half that in successes) to any given roll.

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