	BASED UPON EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT W. THIS VERSION BY JAMES P. BARRETT - JAMES P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.	VVOIDSTATE.COM/RPG K	CONCEPT: PERSONALITY: MOTIVATION: INTIMACIES	
HAIR:	TEMORES.		(Max = WP + Compassion)	
SKIN:				
	ELAND: CASTE: AGE: ANIMA TOTEM:		SPECIALTIES & CRAFTS	ER
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	RITY OOOO MANIPULATION OOOO INTELLIG		00000000	00
	ABILITIES		ESSENCE OOC	
90	Caste/ Exceller Favoured 1st 2nd		DEDMANIENT ESSENCE AAOOO OOOO	90
80 70	□ ARCHERY ○○○○○ □ Z □ MARTIAL ARTS ○○○○ □ A □ MELEE ○○○○ □ □ □ THROWN ○○○○ □		ANIMA EFFECTS Cause Caste Mark to glow brightly (1 mote) Cause anima to glow brightly	80 70
60	□ war00000 □ □		enough to read by for a scene (1 mote) AVAILABLE	60
50	INTEGRITYOOOO	= $=$ $=$	Know the precise time of day for the rest of the scene (1 mote)	50
	H PERFORMANCE OOOO DD		MOTES BANNER STEALTH ANIMA SPENT FLARE DIFFICULTY ACTIVATES?	Ш
40	N II RESISTANCEOOOOO II L		1-3 Caste mark glitters Normal No	40
30	SURVIVALOOOOO		4-7 Caste mark burns +2 No 8-10 Coruscant aura Impossible No	30
20	CRAFT See Craft Section		11-15 Brilliant bonfire Impossible Yes	20
10	U LORE 0000	= = =	16+ Totemic aura Impossible Yes AVAILABLE	10
	NEDICINE	= = =	VIRTUES & WILLPOWER	E
00 S	·		COMPASSION COO LIMIT	000
Ž	ATHLETICS OOOO C			RAI
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7	BUREAUCRACY QQQQ		VALOR •••••• LIMIT BREAK CONDITION	7
Ш	;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;			
6	RIDE		WILLPOWER DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	6
5	□ SAIL □ SOCIALISE □ SOCIALIS		COMBAT	5
4	SOCIAL COMBAT		WEAPONS SPEED ACCURACY DAMAGE DEFENCE RATE RANGE Weapon Weapon/Total/Excellency Weapon / Total / Type Weapon / Total / Weapon / Total / Weapon / Total / Type Weapon / Total / Type <td< td=""><td>4</td></td<>	4
3	ATTACKS SPEED HON DEC EXC. RATE H	ONESTY DECEPTION DV MDV	Punch 5 +1 0 B +2 3	
Ш	PRESENCE 4		Kick 5 +0 3 B -2 2 Clinch 6 +0 0 B +0 1	3
2	PERFORMANCE 6			2
1		arisma (Manipulation ility)/2 + Ability)/2		1
0	DODGE MDV Sexellency JOIN DEBATE	Excellency	To calculate total add: Dex + Ablity +Dex Strength Dex + Ablity Excellency Excellency Excellency Excellency	0
		wareness	DODGE DV PARRY DV JOIN BATTLE (Dex + Dodge + Essence)/2 - Mob. Pen. (Total Defense)/2 Wits + Awareness	
MOVEMENT & HEALTH MOVE DASH JUMP WOUND HEALTH LEVELS			ARMOUR SOAK MOB. FAT- HARD- SOAK Bashing/Lethal/A, PEN. IGUE NESS	ggravated
	Horizontal Vertical PENALTY Ox-B	dy Health Levels	Lethal Bashing Lethal Bashing BASE SOAK Stamina / Stamina + 2 Lathal Bashing ARMOR Use Lethal soak for Aggravated	
			TOTAL	
_			TOTAL +	
	-2 -2 -2 -2 -2 -2 -2 -2		Threshold / Pool to Resist Threshold ORDER OF COMBAT COMMON ACTION Action (Speed / DV Penal NOCKDOWN STUNNING S	lty)
Dexterity	by Dex+6 (Str+Athletics Str+Athletics Dyin)	Health Levels	Sta + Resistance / Stamina 2. Declare Defense Ready Weapons (Sta or Dex)+ [Athletics or Resistance] 3. Attack Roll Physical Attack (V	5/-1) 'aries/-1)
- Mob Per - Wound	n Mob. Pen Mob. Pen. INCAP	tamina	Characters may be knocked Characters who suffer more down if struck with an attack that deals more raw damage than their Stamina in a single blow Apply Defenses. 4. Attack Reroll Social Attack (Var Co-ordinate Attack and Co-ordinate Attack (Var Apply Defenses Simple Charm (6/	k (5/-0)
Penalt	ty Penalty Penalty)×2 Penalty ING: Bashing damage heals 1 health level per DEATH & DYING: Characte	Lethal Aggravated	their (Stamina + Resistence). must make a reflexive Stamina (Stamina or Dexterity) + [Athletics + Resistance roll (difficulty 7. Calculate Raw Damage Move (0/None)	
3 hou hours; Incapa	ris. Lethal damage healing rate varies (-0 = 6 Incapacitated by L damage), in a citated = 1 week). Double these times if not g.g. Agg. damage cannot be healedmagically.	e must take the Dying Health Level should have the	or Resistance]) (difficulty 2) to advoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls. 8. Apply Hardness & Soak, Dash (37-2) 8. Apply Hardness & Soak, Dash (37-2) 9. Counterattack Rise From Prone (9. Counterattack Rise From Prone (9. Spaply Damage, Miscellaneous (57) 9. Knockdown & Stunning Inactive (5/Specia	'Varies)



































				CHARMS & SORCERY	
NAME	COST	DURATION	TYPE		AGE
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MASS COMBA Endurance Stamina + Resistance	00000000000000000000000000000000000000	CHARGE CO Action Mo Das (Dexterity Ho) x100	MMON ACTION: on (Speed / DV Penalty ve (0/None) sh (3/-2) ard (3/None)	EXPERIENCE LANGUAGES TOTAL BANKED SPENT	
MASS COMBA Endurance Stamina + Resistance Apply target unit's magnitude as an external penalty to Upon each succesful attack roll (Charisma + War) agains	MOVE Desterity x 100 all attacks.	CHARGE CO Action Mo Dat Holy 10 Ds Armour's Dis	MMON ACTION: on (Speed / DV Penalty ve (0/None) sh (3/-2) ctive (5/Special) engage (0/None	EXPERIENCE LANGUAGES	
MASS COMBA Endurance Stamina + Resistance Apply target unit's magnitude as an external penalty to	MOVE Desterity x 100 all attacks.	CHARGE CO Action Mo Dat Holy 10 Ds Armour's Dis	MMON ACTION: on (Speed / DV Penalty ve (0/None) sh (3/-2) ard (3/None)	EXPERIENCE LANGUAGES TOTAL BANKED SPENT Increase: Attribute, Rx4; Favoured or Caste Ability, (Rx2)-1;	