



LUNAR EXALTED

Sheet v2.1 by Democritus - www.dcs-designs.de

Player: _____

Concept: _____

Motivation: _____

Personality: _____

Description: _____

Portrait / Crest / Anima Banner / Quote

ATTRIBUTES

Full Moon Caste	1 2 3 IU FF	Changing Moon Caste	1 2 3 IU FF	No Moon Caste	1 2 3 IU FF
<input type="checkbox"/> Strength	●○○○○□□□□	<input type="checkbox"/> Charisma	●○○○○□□□□	<input type="checkbox"/> Perception	●○○○○□□□□
<input type="checkbox"/> Dexterity	●○○○○□□□□	<input type="checkbox"/> Manipulation	●○○○○□□□□	<input type="checkbox"/> Intelligence	●○○○○□□□□
<input type="checkbox"/> Stamina	●○○○○□□□□	<input type="checkbox"/> Appearance	●○○○○□□□□	<input type="checkbox"/> Wits	●○○○○□□□□

ABILITIES

War Abilities	Life Abilities	Life Abilities (continued)
<input type="checkbox"/> Archery ○○○○○	<input type="checkbox"/> Crafts ○○○○○	<input type="checkbox"/> Ride ○○○○○
<input type="checkbox"/> Athletics ○○○○○	_____ ○○○○○	<input type="checkbox"/> Sail ○○○○○
<input type="checkbox"/> Awareness ○○○○○	_____ ○○○○○	<input type="checkbox"/> Socialize ○○○○○
<input type="checkbox"/> Dodge ○○○○○	_____ ○○○○○	<input type="checkbox"/> Stealth ○○○○○
<input type="checkbox"/> Integrity ○○○○○	_____ ○○○○○	<input type="checkbox"/> Survival ○○○○○
_____ ○○○○○	_____ ○○○○○	Wisdom Abilities
<input type="checkbox"/> Martial Arts ○○○○○	<input type="checkbox"/> Larceny ○○○○○	<input type="checkbox"/> Bureaucracy ○○○○○
<input type="checkbox"/> Melee ○○○○○	<input type="checkbox"/> Linguistics ○○○○○	<input type="checkbox"/> Investigation ○○○○○
<input type="checkbox"/> Resistance ○○○○○	<input type="checkbox"/> Performance ○○○○○	<input type="checkbox"/> Lore ○○○○○
<input type="checkbox"/> Thrown ○○○○○	<input type="checkbox"/> Presence ○○○○○	<input type="checkbox"/> Occult ○○○○○
<input type="checkbox"/> War ○○○○○		<input type="checkbox"/> Medicine ○○○○○

SPECIALTIES

_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○

BACKGROUNDS

Rating	Description / Details
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____

ESSENCE

●○○○○○○○○○○○○○○

	Base Pool	Bonus	Total
Personal	<input type="text"/>	<input type="text"/>	<input type="text"/>
Peripheral	<input type="text"/>	<input type="text"/>	<input type="text"/>

Personal: Ess+(WP x2)
Peripheral: (Ess x4)+(WP x2)+(Highest Virtue x4)

Committed Essence	Personal	Peripheral
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
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_____	<input type="text"/>	<input type="text"/>
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_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>

	Manse	Cult	Other
Respiration	<input type="text"/>	<input type="text"/>	<input type="text"/>

At Ease: +4m / hour Shadowland: -50%
Relaxed: +8m / hour Calibration: +50%

ANIMA

Level	Anima Flare	Other Effects
1-3	mark glitters	none
4-7	mark shines	Stealth +2 difficulty
8-10	coruscant aura	Stealth impossible
11-15	brilliant bonfire	Anima Power activates
16+	totemic aura	Anima Power activates

WILLPOWER

●○○○○○○○○○○○○○○

□□□□□□□□□□□□

VIRTUES

Compassion	Conviction
●○○○○	●○○○○
□□□□	□□□□
Temperance	Valor
●○○○○	●○○○○
□□□□	□□□□

Acting against a Virtue:
When acting contrary to a Virtue ranked at 3 or higher, the character has to fail at a Virtue roll. If the roll succeeds then 1WP may be spent to suppress the Virtue for the scene and to act as desired. If the primary Virtue is suppressed, gain 1 point of Limit.

VIRTUE FLAW

Flaw: _____

Duration: _____

Effect: _____

Condition: _____

LIMIT

□□□□□□□□□□

EXPERIENCE

Total	Remaining
<input type="text"/>	<input type="text"/>

