	-			Character	Name				
	UTED							x	
		<u>ک</u>					ſ		
		Concent							
	r Exalted	Motivation:							
Sheet v2.1 by Dem	ocritus - www.dcs-designs.de	Personality:							
Player		Personality: Description:						Portrait / Crest / Ani	ima Banner / Quote
		Attribut	'FS			Ess	ENCE	WILLP	OWFR
Full Moon Caste	1 2 3 IU FF	Changing Moon Caste	1 2 3 IU FF	No Moon Caste	1 2 3 IU FF				
Strength						• • • • • • • • • • • • • • • • • • • •	00000	• • • • • • • • • • • • • • • • • • • •	00000
				Intelligence					
						Base	Pool Bonus Total		
			00000000			Personal		Van	
		Abilitie	S			Peripheral		VIRT	IUES
War Abilities		Life Abilities		Life Abilities (continued)		Personal: Ess+(WP x2) Peripheral: (Ess x4)+(W		Compassion	Conviction
Archery	00000		00000		00000		xz/r(ingliese virtue xi)	0000	0000
Athletics	00000		_ 00000		00000	Commited Essence	Personal Peripheral		
Awareness	00000				00000				
Dodge	00000				00000			Temperance	Valor
	00000				00000			●0000	0000
	00000		_ 00000	Wisdom Abilities	00000				
Martial Arts			_ 00000		00000			Acting against a Virtue:	
Melee	00000	Larceny	00000		00000			When acting contrary to a	
Resistance	00000		00000		00000			higher, the character has to roll succeeds then 1WP ma	
Thrown	00000		00000		00000	Availa		Virtue for the scene and to primary Virtue is suppresse	
War	00000	\square Presence	00000	Medicine	00000	, tvana			•
						Man	se Cult Other	VIRTUE	E FLAW
		Specialti	ES			Respiration		Flaw:	
	000		000		000	At Ease: +4m / hour Relaxed: +8m / hour	Shadowland: -50% Calibration: +50%		
	000							Duration:	
	000				000	< ANI	IMA	Effect:	
	000		000		000				
	0000		0000		0000			Condition:	
		BACKGROU	NIDC						
	Rating	DACKGROU	NDS						
		Description / Details						1 :	
	00000							Lin	
	00000								
	00000								Ţ
	00000							Exper	HENCE
	00000							Total	Remaining
	00000					Level Anima Flare	Other Effects		
	00000					1-3 mark glitters4-7 mark shines	none Stealth +2 diffculty		
	00000					8-10 coruscant aura 11-15 brilliant bonfire	Stealth impossible Anima Power activates	- I - P	
	00000					16+ totemic aura	Anima Power activates		

							WE.	APON	RY											Social Attacks	
Weapon	Speed	Αссι	uracy	Dan	nage	Rate	Range	Defei	nse	Tags	2 Act -2			Action: -4		-4	4 Acti -5		-7	Ability Speed Honest Decietful Rate Hon Attack Attack Rate Base	est Defense Decietful Defense Final Base Final
Punch	5	+1		+0B		3		+2		Ν										Presence 4 2	
Kick	5	+0		+3B		2		-2		N	ЮТ									Performance	
Clinch	6	+0		+0B	\square	1		N/A	_	N, C, P	i	=			Ē						
					H	H				,	1 - H	=			=					Investigation 5 2 2 +Charisma +Manipulation (+Charism	na)/2 (+Manipulation)/2
	님	┝			⊢	님	<u> </u>		_			=		_	-1			_		+Charishia +Manipulation (+Charish	Mood /
	닏	<u> </u>		<u> </u>			<u> </u>			Ļ	<u>, </u>									Base Bonus	Lies Intimacy
																				Mental Dodge DV Read Motiv	
																				DV Modfiers: Intimacy:	Perception+Investigation Perception+(Socialize or Investigation)
	\square				\square										Ē					Supporting/Opposing Intimacy +1/-1 Supporting/Opposing Virtue at 3+ +2/-2	
L]		+Dex+	Ability	+Stre	ength			(+Dex+Al	oility)/2	2										Supporting/Opposing Motivation +3 / -3 Only highest bonus and penaly apply Hide Motiv	Mood / Lies Intimacy
																				Difference in Appendixon co Maymimum 12/2	Ation Manipulation+Socialize/2
	Melee \	/s. Rang	jed Pe	enalty	Б	. 1 D		Base	Bonu	s Armored	Ioin	Con	A: at		E	Battle/	/Debat	e W	Var	Mood:	Manipulation+Socialize
Shield	r Either S	Shield c	r Cover	Bonus	Do	odge D		odge+Ess	1/2	-Penalty				Wits+	Awarei	ness					
036	Littlei .	Silleia c	n cover	Donus			(DEXTD	ougeres	<i>)/ Z</i>	-i enarcy	War					Magnit	tude)			Intimacies	
		Thresho	old Dic	e Pool					Thresh	old Dice Pool											um: Willpower+Compassion Intimacies
Stunning					Kı	10ckdo	wn					S	SOA	K A	ND /	Arn	ИOR			□	
Threshold: Stamina Dice Pool: Stamina+Re	ocistanc	0					Stamina +			Resistance)					Soak			rdnes			
If more HL damage that	n Thresh	old roll			If F	Raw Dam	lage exceed	ls Thresho	old roll	Dice Pool		anent		B	L			_	A		
If failed, -2 Internal Pen	alty unti	il next a	ittacker	action	lf f	ailed, ch	aracter is p	rone (-1 E	xterna	l Penalty)	Nat	ural	7			0	0	0	0		
			-																		
			P	OSSI	ESSIC	ONS															
											Tota		-1		Ť	Ξï					
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											Pier		7								
												Tempo	orary								
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											l'iei	ccu									
											Pen	alty] [Fatig	ue				00000
																					00000
														Нe	ALT	n'i é r				New Intimacies need to reach a rating of Conviction to take effect and be	
																				until they are reduced to 0 and thus destroyed. An Intimacy can not chan	je by more than 1 point per scene.
Сомва	г Ас	TIO	NIC.				Mo	VEME	NI'T		Pe	enalty		lealt	h Lev	vels		Heali	-	LANGUAGES	OCIAL ACTIONS
	IAU						MU			lum		0						6h 1	rest		
Join Battle Attack / Ready Wea	non		ies / -0 apon /		Wou Pen	alty M	ove [Dash	Vertic	Jump al Horizontal		-1						2d	rest	Join Debate	. , , , , , , , , , , , , , , , , , , ,
Coordinate Attack	μοπ	(5/	•	-1)	-(_							Social Attac Simple Cha	. , , , , , , , , , , , , , , , , , , ,
Simple Charm		(6/			-	1						-1								Guard	(3/-0)*
Guard		(3/										-2						4d	rest	Monologue	
Aim		(3/				$\exists \vdash$														Coordinate	(, , ,
Move Dash/Climb/Swim		(0/· (3/·			-4	4						-2 [Move	(0/-0) (2/-2)
Jump/Rise From Pro	one	(5/-				ove:		ity-Penalt				-4						2,47	roct	Dash/Climb Read Motiva	. ,
Misc. Action			Varies)		ish: mp (Veri	Dexter t.): Streng			(min 2 yd) nalties*		-4		Star	mina D)ying ⊦	ΗL	∠w	rest	Misc. Action	
Inactive			Specia		Ju	mp (Hor	iz.): As Jum	p (Vertica	al) but	x2	Inc	ap.						Dea	ath	Inactive	(3/Special)
* Aborting does not re	fresh DV	/			* P	enalties	: Wound	l Penalty-	Mobili	ty Penalty				Dauble		ing Tin			ctivo	* Aborting d	bes not refresh DV

Double Healing Times when active

CHARMS AND SPELLS												
1	Comb	os	Name	Trait	Cost	Type	Duration	Obvio	us? Effect / Keywords / Description	Source		
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	ΔŪ			Varies	1m / die	Reflexive (1/2)	Instant	_	Add dice up to (Attribute) to a roll	MoEP: L 140		
	ōō			Varies		Reflexive (1/2)			Add up to (Attribute)/2 (round down) successes	MoEP:L 140		
	ōō			Varies		Reflexive (4/6)			Jse after a roll to reroll, new result is optional or add (Attribute/2) to a static rating (DV)	MoEP:L 141		
	δō			Varies	2m + 1wp	Simple (6 tix)			every 2 commited motes reduce the cost of the 1st, 2nd and 3rd Excellency by 1 for the rest of the scene	MoEP:L 141		
			Flawless (Ability) Focus	Varies	none	Permanent			Allows the Lunar to buy Attribute Specialties	MoEP:L 141		

	Сомво 1		Combo 2		Сомво 3		Сомво 4		Сомво 5
Name		Name		Name		Name		Name _	
Looks		Looks		Looks		Looks		Looks _	
Effect		Effect		Effect		Effect		_ _ Effect _ _	
		-		_				-	