				Cha	aracter Name					
₹ <mark>EXA</mark> LTED}		{						}	•	
SIDEREAL EXALTED Sheet v2.1 by Democritus - www.dcs-designs.de		Motivation:								
Player:									Portrait / Crest / Ani	ma Banner / Quote
-		Attribu	TES			Essi	ENCE		WILLP	OWER
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance ABILITI	●0000 ●0000 ●0000	Perception Intelligence Wits	●0000 ●0000 ●0000	Base		Total	• 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0000
		ABILITI	IDS			Peripheral Personal: (Ess x2)+W				
Journeys Caste Resistance Ride	1 2 3 FE PA OOOO □□□□□ OOOO □□□□□□	00	1 2 3 FE PA	Battles Caste Archery Athletics	1 2 3 FE PA	Peripheral: (Ess x6)+W Committed Essence	P+Sum of all Vi	rtues I Peripheral	Compassion ●○○○ □□□□□□	Conviction ●○○○ □□□□□□
☐ Sail ☐ Survival ☐ Thrown	0000 0000 0000 0000 1 2 3 FEPA	00	000 000 000 000	☐ Melee ☐ Presence ☐ War Endings Caste	0000 0000 0000 0000 1 2 3 FEPA				Temperance ●○○○○ □□□□□	Valor ●○○○○ □□□□□□
□ Larceny □ Lore □ Occult		□Dodge ○○ □Linguistics ○○ □Performance ○○		□Integrity □Martial Arts		Availa	ble		Acting against a Virtue: When acting contrary to a \text{higher, the character has to} roll succeeds then \text{ IWP ma} \text{Virtue for the scene and to} primary \text{Virtue is suppresse}	o fail at a Virtue roll. If the y be spent to suppress th act as desired. If the
☐ Stealth	00000 00000	□Socialize OO	000 0000	□Medicine	00000 00000	Mai	nse Cult	Other	VIRTUE	FLAW
		Special	rice			Respiration	ise Cuit) Other		
	000	OF ECIAL!	000		000	At Ease: +4m / hour Relaxed: +8m / hour	Shadowland Calibration:			
	000		000						Duration:	
	000				000	AN	IMA		Effect:	
	000		000		000				Condition:	
		Packeron	TINDO							
	Rating	BACKGRO Description / Details	UNDS							
	00000								Lim	nit
	00000									7
	00000								EXPER	IENCE
	00000								Total	Remaining
	00000					Level Anima Flare Ot				
	00000					1-3 mark glitters no 4-7 mark shines +1	diff. Astrology			
	00000					8-10 mark burns +2 11-15 aura glows No	stealth, Anima	activates		
	00000					16+ burning halo An	ima Power acti	vates		



CHARMS AND SPELLS										
Combos 1 2 3 4 5 Name	Trait	Cost	Type	Duration	Obvio	us? Effect / Keywords / Description	Source			
					\Box					
99999		_			Ξ.					
00000										
00000										
					Ξ.					
					\Box					
00000										
00000										
00000					\Box					
00000										
					\Box					
00000					\Box					
00000										
		_								
					-					
					\Box					
00000					\Box .					
00000										
					-					
					\Box					
First (Ability) Excellency Varie	<u> 1m / die</u>	Reflexive (1/2)	_Instant_		Add dice up to (Essence) to a roll. Can also be used to buy off dice pool penalties.	MoEP:S 126			
□□□□□ Second (Abi	lity) Excellency Varie	s 2m/sux	Reflexive (1/2)	Instant		Add up to (Essence) successes	MoEP:S 126			
Third (Abilit	y) Excellency Varie	s 3m	Reflexive (4/6)	Instant	\Box	Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	MoEP:S 126			
	ity) Excellency Varie		Reflexive (1/2)			Each mote reduces the Target Number by 1. Spening 4m+1WP converts all dice to successes or doubles DV	MoEP:S 127			
TTTT —										
Propitious (A	Ability) Alignment Varie	s 2m 1wp	Simple (6 tix)	1 scene	⊔.	Every 2 commited motes reduce the cost of the 1st, 2nd and 3rd Excellency by 1 for the rest of the scene	MoEP:S 127			
Сомво 1		Сомво 2		4		Сомво 3 Сомво 4	;			
Name	Name			Name _		Name Name				
										
Looks	Looks			Looks _		Looks Looks				
				-						
T#4+				-cc -		F#				
Effect	Effect			Effect _		Effect Effect				
				-						
				-						
				-						