BASED UPON EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT WWW.VOIDSTATE.COM/RPG THIS VERSION BY JAMES P. BARRETT - JAMES.P. BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK

Name:		Spirit Form: Tell:
EYES:		
90 STRENGTH 80 DEXTERITY 70 STAMINA 60 CHARISMA 50 APPEARANCE 40 PERCEPTION		ESSENCE PERMANENT ESSENCE 90 ANIMA EFFECTS PERSONAL MOTES 80 Cause Caste Mark and Tattoos to glow brightly for 1 scene (1 mote) Cause Anima to glow brightly enough to read by for a scene (1 mote) - - - 60 70 Know day of lunar month, phase of scene (1 mote) Cause Tell to become unmistakable (1 mote) - - - 60 50 MAILABLE AVAILABLE 40 - - - 40
30 WITS 20 ARCHERY 20 ATHLETICS 00 G AWARENESS DODGE INTEGRITY WITS MARTIAL ARTS 9 G CRAFT 6 LARCENY 1 SAIL 1 BUREAUCRACY 0 INVESTIGATION	ABILITIES WAR OOOOO OOOOOO	PERIPHERAL MOTES 30 30 20 20 20 MOTES BANNER DIFFICULTY STEALTH LOCKED TO ANIMA SPENT FLARE SPOT TELL DIFFICULTY STEALTH LOCKED TO ANIMA 1-3 Caste Mark Gilters Standard 0 4-7 Caste Mark Gilters Standard 0 4-7 Caste Mark Gilters Standard 0 1-1-3 Caste Mark Gilters Impossible #2 0 11-15 Brillant Bonfire Impossible #2 0 11-15 Brillant Bonfire Impossible #2 0 11-15 Brillant Bonfire Impossible #2 0
PRESENCE 4 PERFORMANCE 6 IINVESTIGATION 5 Chairman		

CHARMS & SORCERY

GIFT	FURY	СОМВО	NAME	COST	DURATION	TYPE	EFFECT	PAGE
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Lun	ar Exa	Ited ma	ay use one Charm each action. Supplement	al and Reflxi	ve Charms may be use	d multiple tin	es up until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms pe (e (or half that in successes) to any given roll.	rmanantly
enn	ance a	i chara	cter's capabilities. Charms may never add h	iore than the	relevant Attribute + S	peciality in d		

NAME

MIN. COST CHARMS

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	BACKGROUNDS
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MASS COMBAT — SOLO UNIT	EXPERIENCE	LANGUAGES
Endurance OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	TOTAL BANKED SPENT	
Apply target unit's magnitude as an external penalty to all attacks. Upon each succesful attack roll (Charisma + War) against a difficulty of your Armour's Spell (5/-2) Spell (5/-2)	Increase: Attribute, Rx4; Favoured or Caste Attribute, Rx3; Favoured Ability, (Rx2)-1; Ability Rx2;Essence Rx9;	
fatigue value, on failure lose a dot of Endurance. A character with no remaining endurance has a -2 penalty on all actions.	Virtue Rx3;Willpower Rx2	
	New: Ability, 3; Speciality, 3; Favoured/Caste Charm, 10; - Charm, 12; Knack, 11; Favoured/Caste Spell, 10; _	

Spell, 12

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		FORMS		
Caste/ Favoured STRENGTH DEXTERITY STAMINA	Excellencies Infinite 1st 2nd 3rd Mastery Image:	HUMAN - 1m 00000 00000 00000	HYBRID - 5m •0000 00000 •0000 00000 •0000 00000	
APPEARANCE		●○○○○ —————————————————————————————————	•0000 00000	
WEAPONS Punch Kick Clinch	SPEED ACC DMG TYPE DEF RATE RNG 5 +1 0 B +2 3 Image: Comparison of the symbol of	To Hit Damage Defense	To Hit Damage Defens	
Attack Roll Physical At Attack Reroll Social Attac Subtract Penalties/ Co-ordinat Apply Defenses Simple Cha Defense "Reroll" Guard (3/N Calculate Raw Damage Move (0/N) Apply Hardness & Soak, Dash (3/-2 Roll Damage Jump (5/-1) Counterattack Rise From F	rov Penalty) or Resistance]) (difficulty 2) to avoid. Rising from prone requires pons (5/-1) reflexive physical rolls. ck (Varies/-2) ohne ohne <td>DODGE DV </td> <td>DODGE DV </td> <td></td>	DODGE DV	DODGE DV	
		TOTAL + EXCEL.		TOTAL + EXCEL.
damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; $-2 = 4 \text{ days}; -4 =$ 1 week; lncap. = 1 week). Doubled if not resting. Agg cannot be healed magically.	HEALTH LEVELS PENALTY -0 -1 -2 -4 INCAP Øbashing 🖉 Lethal 🖉 Aggravated	MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Exc. I is in the image of the i	MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Horizontal Vertical Destrinty Dex+6 Mob Pen Mob, Pen Mob Pen. Mob Pen Wound Penalty Penalty x2 Dying Health Levels	MOVE DASH JUMP Exc. Exc. Horizontal Vertical Exc. Exc. Exc. Horizontal Vertical Exc. Destefiny Dex+6 MoD PenMob PenMob Pen. Wob Penalty Penalty sz Dying Health Levels
characters should have the oportunity before dying.	for a last dramatic soliloquy	Stamina	Stamina	Stamina
NAME	EFFECT	TIONS AND KNACKS	PAGE	NATURAL ABILITIES
SHAPESHIFTING SPEED 5 Miscelaneous action Recieve adopted form's Str, Sta, and App, and lower of human and adopted form's Dex.	which would change the Lunar's shape except for Lunar shapeshifting. Difficul	in other forms. MDV TO SPOT TELL 12 ty +1 for all yisible in all forms.	Deserving a True Form X2	DICE-CAPS True form's attributes count as natural for detrmining dice caps. Attribute bonuses (but not penalties) in other forms count towards but are not limitted by dice-caps.
SPEED TRACK Use paper dips or markiers to track the ticks until your character's next action		6 CURRENT DV / MDV P Use paper dips or markers to track your character's curre Penalty resets on your action.		2 3 4 -5 6 -7

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Caste/ Favoured STRENGTH DEXTERITY STAMINA APPEARANCE	Excellencies Infinite 1st 2nd 3rd Mastery	3m	•0000 •0000	00000		00000		00000
WEAPONS Punch Kick Clinch	SPEED ACC DMG ⁻ 5 +1 0 5 +0 3 6 +0 0	TYPE DEF RATE RNG B +2 3 - B -2 2 - B +0 1 - C - - - Image: Constraint of the state of the st	To Hit Dam	age Defense		mage Defense	To Hit Dam	mg Dex + Ablity
Action (Spee 1. Declare Attack Join Batti 2. Declare Defense Ready We 3. Attack Roll Physical / 4. Attack Reroll Social Att 5. Subtract Penalties/ Apply Defenses Simple Cl 6. Defense "Reroll" Guard (3 7. Calculate Raw Damage Move (0/ 8. Apply Hardness & Soak, Dash (3/- Roll Damage Jump (5/- 9. Counterattack Rise From	down deals ACTIONS (IStan d / DV Penalty) ad / DV Penalty) avoid ad / DV Penalty) avoid apons (5/-1) -1 ex attack (Varies/-2) reflex ack (Varies/-2) reflex arm (6/-1) healt None) theat P) + Re P) - of da Prone (5/-1) stun, c5/Special) -2 int	cters may be knocked if struck with an attack that more raw damage than (Stamina + Resistence). Ina or Dexterity + [Athletics istance]) (difficulty 2) to Rising from prone requires tion. Prone characters take a ternal penalty to all non- ive physical rolls. International in a single blow make a reflexive Stamina sistance roll (difficulty make a reflexive Stamina sistance roll (difficulty mage - Stamina) or be ted until the attacker next Stumned characters take a ernal penalty to all non- ive physical rolls. Lethal Bashing MOB. FAT- HARD- PEN. IGUE	STUNNING Stamina Stamina KNOCKDOWN Starina Stake SOAK Ba BASE SOAK Stamina / Stamina / 2 ARMOR Use Lethal soak for Aggravated TOTAL TOTAL + EXCEL.	tral Defense)/2 Exc. Pool to Resist Exc. Sta + Res Exc. Pool to Resist Exc. (Sta/Dex) + (Ath/Res) shing / Lethal / Aggravated	STUNNING Stamin STUNNING Stamin KNOCKDOWN Sta Stat SOAK BASE SOAK Stamina / Staminat 2 ARMOR Use Lethal soak for Aggravat TOTAL TOTAL + EXCEL.	Internet int	STUNNING STUNNING Stamir	(Total Defense)/2 Ide Exc. Pool to Resist Exc. a Sta + Res Ide Exc. Pool to Resist Exc. Res [Sta/Dex] + [Sta/Dex] + [Ath/Res] Bashing / Lethal / Aggravated
HEALING: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incap. = 1 week; Doubled if not resting. Agg cannot be healed magically. DEATH & DYING: Characters reduced below Incap. by L damage must take the Inactive action, losing one Dying Health level each action. All characters should have the oportunit before dying.	-0	2x.6ody Health Le	MOVE DASH Exc. Exc. Exc. Desterior Desterior Penalty Desterior Dying Heal Stamin	- Mob Pen - Mob Pen - Wound) - Wound x2 th Levels	MOVE DASH	JUMP Horizontal Vertical Exc. Horizontal Verti		JUMP Horizontal Vertical Exc. Horizontal Vert
NATURAL	ABILITIES		NATURAL .				NATURAL ABILIT	IES
NAME				KNACKS				PAGE