



SOLAR EXALTED

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

Character Name

Character Name input field

Concept, Motivation, Personality, Description fields

Player name field

Portrait / Crest / Anima Banner / Quote area

ATTRIBUTES

Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits attributes

ESSENCE

Essence pool and Personal/Peripheral boxes

WILLPOWER

Willpower pool and boxes

ABILITIES

Grid of abilities categorized by Dawn, Night, Zenith, Eclipse, and Twilight Castes

VIRTUES

Compassion, Conviction, Temperance, Valor virtues

Acting against a Virtue: When acting contrary to a Virtue ranked at 3 or higher...

SPECIALTIES

Specialties grid with Rating and Description/Details

Committed Essence table with Personal and Peripheral columns

Respiration table with Manse, Cult, and Other columns

VIRTUE FLAW

Flaw, Duration, Effect, Condition fields

BACKGROUNDS

Backgrounds grid with Rating and Description/Details

ANIMA

Anima level and effects table

Limit pool and star icon

EXPERIENCE

Experience Total and Remaining boxes

Table with columns: Level, Anima Flare, Other Effects

WEAPONRY

Weapon	Speed	Accuracy	Damage	Rate	Range	Defense	Tags	2 Actions		3 Actions			4 Actions			
								-2	-3	-3	-4	-5	-4	-5	-6	-7
Punch	5	+1	+0B	3	----	+2	N									
Kick	5	+0	+3B	2	----	-2	N									
Clinch	6	+0	+0B	1	----	N/A	N, C, P									
		+Dex+Ability		+Strength		(+Dex+Ability)/2										

Shield	vs. Melee	vs. Ranged	Penalty

User Either Shield or Cover Bonus

Dodge DV	Base	Bonus	Armored

(Dex+Dodge+Ess)/2
-Penalty

Join Conflict	Battle/Debate	War

Battle/Debate: Wits+Awareness
War: Wits+War (-Magnitude)

Stunning	Threshold	Dice Pool

Threshold: Stamina
Dice Pool: Stamina+Resistance
If more HL damage than Threshold roll Dice Pool
If failed, -2 Internal Penalty until next attacker action

Knockdown	Threshold	Dice Pool

Threshold: Stamina + Resistance
Dice Pool: (Dex or Sta)+(Athletics or Resistance)
If Raw Damage exceeds Threshold roll Dice Pool
If failed, character is prone (-1 External Penalty)

POSSESSIONS

SOCIAL ATTACKS

Ability	Speed	Honest Attack	Deictful Attack	Rate	Honest Defense		Deictful Defense	
					Base	Final	Base	Final
Presence	4			2				
Performance	6			1				
Investigation	5			2				
		+Charisma +Manipulation		(+Charisma)/2		(+Manipulation)/2		

Mental Dodge DV	Base	Bonus

(WP+Integrity+Ess)/2

DV Modifiers:
 Supporting/Opposing Intimacy +1 / -1
 Supporting/Opposing Virtue at 3+ +2 / -2
 Supporting/Opposing Motivation +3 / -3
 Only highest bonus and penalty apply

Read Motivation	Lies	Mood / Intimacy

Lies: Perception+Investigation
 Intimacy: Perception+(Socialize or Investigation)

Hide Motivation	Mood / Lies	Intimacy

Mood: Manipulation+Socialize/2
 Intimacy: Manipulation+Socialize

INTIMACIES

Established?	Maximum: Willpower+Compassion Intimacies
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
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<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○
<input type="checkbox"/>	○○○○○

New Intimacies need to reach a rating of Conviction to take effect and become Established. They remain active until they are reduced to 0 and thus destroyed. An Intimacy can not change by more than 1 point per scene.

SOAK AND ARMOR

Permanent	Soak			Hardness		
	B	L	A	B	L	A
Natural			0	0	0	0
Total						
Pierced						
Temporary						
Total						
Pierced						
Penalty				Fatigue		

HEALTH

Penalty	Health Levels					Healing
	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2d rest
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4d rest
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2w rest
Incap.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Death

Stamina Dying HL
Double Healing Times when active

COMBAT ACTIONS

Join Battle	(Varies / -0)
Attack / Ready Weapon	(Weapon / -1)
Coordinate Attack	(5 / -2)
Simple Charm	(6 / -1)
Guard	(3 / -0)*
Aim	(3 / -1)*
Move	(0 / -0)
Dash/Climb/Swim	(3 / -2)
Jump/Rise From Prone	(5 / -1)
Misc. Action	(5 / Varies)
Inactive	(5 / Special)

* Aborting does not refresh DV

MOVEMENT

Wound Penalty	Move	Dash	Jump	
			Vertical	Horizontal
-0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Move: Dexterity-Penalties* (min 1 yd)
 Dash: Dexterity+6-Penalties* (min 2 yd)
 Jump (Vert.): Strength+Athletics-Penalties*
 Jump (Horiz.): As Jump (Vertical) but x2

* Penalties: Wound Penalty+Mobility Penalty

LANGUAGES

SOCIAL ACTIONS

Join Debate	(Varies / -0)
Social Attack	(Varies / -2)
Simple Charm	(6 / -1)
Guard	(3 / -0)*
Monologue/Study	(3 / -2)*
Coordinate Attack	(5 / -2)
Move	(0 / -0)
Dash/Climb/Swim	(3 / -2)
Read Motivation	(5 / -2)
Misc. Action	(5 / Varies)
Inactive	(3 / Special)

* Aborting does not refresh DV

