



LUNAR EXALTED

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

Player: _____

Character Name

Concept: _____
Motivation: _____
Personality: _____
Description: _____

Portrait / Crest / Anima Banner / Quote

ATTRIBUTES

Full Moon Caste

1 2 3 IU FF

☐ Strength ●○○○○ □□□□
☐ Dexterity ●○○○○ □□□□
☐ Stamina ●○○○○ □□□□

Changing Moon Caste

1 2 3 IU FF

☐ Charisma ●○○○○ □□□□
☐ Manipulation ●○○○○ □□□□
☐ Appearance ●○○○○ □□□□

No Moon Caste

1 2 3 IU FF

☐ Perception ●○○○○ □□□□
☐ Intelligence ●○○○○ □□□□
☐ Wits ●○○○○ □□□□

ABILITIES

War Abilities

☐ Archery ○○○○○
☐ Athletics ○○○○○
☐ Awareness ○○○○○
☐ Dodge ○○○○○
☐ Integrity ○○○○○
☐ Martial Arts ○○○○○
☐ Melee ○○○○○
☐ Resistance ○○○○○
☐ Thrown ○○○○○
☐ War ○○○○○

Life Abilities

☐ Crafts ○○○○○

☐ Larceny ○○○○○
☐ Linguistics ○○○○○
☐ Performance ○○○○○
☐ Presence ○○○○○

Life Abilities (continued)

☐ Ride ○○○○○
☐ Sail ○○○○○
☐ Socialize ○○○○○
☐ Stealth ○○○○○
☐ Survival ○○○○○
☐ Bureaucracy ○○○○○
☐ Investigation ○○○○○
☐ Lore ○○○○○
☐ Occult ○○○○○
☐ Medicine ○○○○○

SPECIALTIES

_____	○○○	_____	○○○	_____	○○○
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BACKGROUNDS

Rating	Description / Details
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ESSENCE

● ○ ○ ○ ○ ○ ○ ○ ○ ○

	Base Pool	Bonus	Total
Personal			
Peripheral			

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

Committed Essence	Personal	Peripheral

Available		

Respiration	Manse	Cult	Other
At Ease: +4m / hour			
Relaxed: +8m / hour			

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

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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

	vs. Melee	vs. Ranged	Penalty
Shield			

User Either Shield or Cover Bonus

	Base	Bonus	Armored
Dodge DV	(Dex+Dodge+Ess)/2		-Penalty

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

Stunning 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: 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)

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						6h rest
-1						2d rest
-1						
-2						4d rest
-2						
-4		Stamina Dying HL				2w rest
Incap.						Death

Double Healing Times when active

SOCIAL ATTACKS

Ability	Speed	Honest Attack	Deictful Attack	Rate	Honest Base	Defense Final	Deictful Base	Defense 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

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

Supporting/Opposing virtue at 3+	+2 / -
Supporting/Opposing Motivation	+3 / -
Only highest bonus and penalty apply	
Difference in Appearance. Maximum	+3 / -
Botched attack last action	-2

	Mood / Lies	Intimacy
Hide Motivation		
Mood:	Manipulation+Socialize/2	
Intimacy:	Manipulation+Socialize	

INTIMACIES

[illegible]

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.

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				
-1				
-2				
-4				

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

[illegible]

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 / -3)
Read Motivation	(5 / -2)
Misc. Action	(5 / Varies)
Inactive	(3 / Special)

* Aborting does not refresh DV

CHARMS AND SPELLS

Combos					Name	Trait	Cost	Type	Duration	Obvious?	Effect / Keywords / Description	Source
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