				Cha	racter Name				
	\LTED>	\langle						>	
	AL EXALTED	Motivation:							
Player:		Description:						Portrait / Crest / /	Anima Banner / Quote
		ATTI	RIBUTES			Esser	NCE	WILI	LPOWER
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance	0000	Perception Intelligence Wits	●0000 ●0000 ●0000	O O O O Base Po Base Po			
		AB	ILITIES			Peripheral		VII	RTUES
Journeys Caste	1 2 3 FE PA	Serenity Caste	1 2 3 FE PA	Battles Caste	1 2 3 FE PA	Personal: (Ess x2)+WP Peripheral: (Ess x6)+WP+ Commited Essence	Sum of all Virtues Personal Peripheral	Compassion •0000	Conviction ●○○○○
□ Ride □ Sail □ Survival			.00000 .00000 .00000	□Athletics □Melee □Presence				Temperance	Valor
Thrown	1 2 3 FE PA		00000	□War Endings Caste □Awareness	00000			$\bigcirc \bigcirc $	$\bigcirc \bigcirc $
		□Dodge □Linguistics						roll succeeds then 1WP	o a Virtue ranked at 3 or is to fail at a Virtue roll. If the may be spent to suppress the
□ Occult □ Stealth	00000 00000	□ Performance □ Socialize		□ Martial Arts □ Medicine		Availabl	le	. ,	essed, gain 1 point of Limit.
		SDEC	CIALTIES			Manse Respiration	e Cult Other		ue Flaw
	000				000		Shadowland: -50% Calibration: +50%		
	000		000		000				
	000		000			Anim	МА	Ellect:	
	000		000		000			Condition:	
			GROUNDS						
	Rating	Description / Details							imit
	00000								
	00000								
	00000							Expr	ERIENCE
	00000							Total	Remaining
	00000					Level Anima Flare Othe	r Effects		
	00000					1-3 mark glitters none4-7 mark shines +1 di			
	00000					8-10 mark burns +2 di 11-15 aura glows No st	ff. Astrology & Stealth		
	00000					16+ burning halo Anim			

	Weaponry																			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	=			T									
					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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											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	Combo	s	Name	Trait	Cost	Type	Duration	Obviou	Effect / Keywords / Description	Source
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				Varies	1m / die	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
				Varies		Reflexive (1/2)			Add up to (Essence) successes	MoEP:S 126
				Varies	3m	Reflexive (4/6)			Jse after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	MoEP:S 126
				Varies	 1m+	Reflexive (1/2)			fach mote reduces the Target Number by 1. Spening 4m+1WP converts all dice to successes or doubles DV	MoEP:S 120
				Varies	2m 1wp	Simple (6 tix)			Every 2 committed 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	Сомво 3	Сомво 4	Сомво 5
Name		Name	Name	Name	Name
Looks		Looks	Looks	Looks	Looks
Effect		Effect	Effect	Effect	Effect
_					