EXALTED

Solar Exalted

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

Player: _____

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

Portrait / Crest / Anima Banner / Quote

ATTRIBUTES

Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

ABILITIES

Dawn Caste   1 2 3 IM EF
- ☐ Archery ○○○○○ ☐☐☐☐☐
- ☐ Martial Arts ○○○○○ ☐☐☐☐☐
- ☐ Melee ○○○○○ ☐☐☐☐☐
- ☐ Thrown ○○○○○ ☐☐☐☐☐
- ☐ War ○○○○○ ☐☐☐☐☐

Night Caste   1 2 3 IM EF
- ☐ Athletics ○○○○○ ☐☐☐☐☐
- ☐ Awareness ○○○○○ ☐☐☐☐☐
- ☐ Dodge ○○○○○ ☐☐☐☐☐
- ☐ Larceny ○○○○○ ☐☐☐☐☐
- ☐ Stealth ○○○○○ ☐☐☐☐☐

Zenith Caste   1 2 3 IM EF
- ☐ Integrity ○○○○○ ☐☐☐☐☐
- ☐ Performance ○○○○○ ☐☐☐☐☐
- ☐ Presence ○○○○○ ☐☐☐☐☐
- ☐ Resistance ○○○○○ ☐☐☐☐☐
- ☐ Survival ○○○○○ ☐☐☐☐☐

Eclipse Caste   1 2 3 IM EF
- ☐ Bureaucracy ○○○○○ ☐☐☐☐☐
- ☐ Linguistics ○○○○○ ☐☐☐☐☐
- ☐ Ride ○○○○○ ☐☐☐☐☐
- ☐ Sail ○○○○○ ☐☐☐☐☐
- ☐ Socialize ○○○○○ ☐☐☐☐☐

Twilight Caste   1 2 3 IM EF
- ☐ Crafts ○○○○○ ☐☐☐☐☐
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
  - _____ ○○○○○
- ☐ Investigation ○○○○○ ☐☐☐☐☐
- ☐ Lore ○○○○○ ☐☐☐☐☐
- ☐ Medicine ○○○○○ ☐☐☐☐☐
- ☐ Occult ○○○○○ ☐☐☐☐☐

SPECIALTIES

_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○
_____ ○○○	_____ ○○○	_____ ○○○

BACKGROUNDS

Rating   Description / Details

	Rating	Description / Details
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____
_____	○○○○○	_____

ESSENCE

● ○ ○ ○ ○ ○ ○ ○ ○ ○

	Base Pool	Bonus	Total
Personal			
Peripheral			

Personal: (Ess x3)+WP
Peripheral: (Ess x7)+WP+Sum of all Virtues

Commited Essence

	Personal	Peripheral
_____		
_____		
_____		
_____		
_____		
_____		
Available		

Respiration

	Manse	Cult	Other
Respiration			

At Ease: +4m / hour   **Shadowland:** −50%
Relaxed: +8m / hour   **Calibration:** +50%

ANIMA

_____
_____
_____
_____
_____
_____
_____
_____

Level	Anima Flare	Other Effects
1-3	mark glitters	none
4-7	mark shines	Stealth +2 diffculty
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

WEAPONRY

Weapon	Speed	Accuracy	Damage	Rate	Range	Defense	Tags	2 Actions -2 -3	3 Actions -3 -4 -5	4 Actions -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
Shield			

User Either Shield or Cover Bonus

Dodge DV

	Base	Bonus	Armored
Dodge DV			

(Dex+Dodge+Ess)/2   -Penalty

Stunning

	Threshold	Dice Pool
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	Dice Pool
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)

Join Conflict

	Battle/Debate	War
Join Conflict		

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

POSSESSIONS

(blank lines)

SOAK AND ARMOR

Permanent	Soak B	L	A	Hardness 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

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

SOCIAL ATTACKS

Ability	Speed	Honest Attack	Deceitful Attack	Rate	Honest Defense Base	Final	Deceitful Defense Base	Final
Presence	4			2				
Performance	6			1				
Investigation	5			2				

+Charisma +Manipulation   (+Charisma)/2   (+Manipulation)/2

Mental Dodge DV

	Base	Bonus
Mental Dodge DV		

(WP+Integrity+Ess)/2

DV Modfiers:
Supporting/Opposing Intimacy   +1 / -1
Supporting/Opposing Virtue at 3+   +2 / -2
Supporting/Opposing Motivation   +3 / -3
      Only highest bonus and penaly apply
Difference in Appearance. Maxmimum   +3 / -3
Botched attack last action   -2

Read Motivation

	Lies	Mood / Intimacy
Read Motivation		

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

Hide Motivation

	Mood / Lies	Intimacy
Hide Motivation		

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

INTIMACIES

Established?   Maximum: Willpower+Compassion Intimacies

☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○
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☐ _____ ○○○○○
☐ _____ ○○○○○

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.

LANGUAGES

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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

Combos 1 2 3 4 5	Name	Trait	Cost	Type	Duration	Obvious?	Effect / Keywords / Description	Source
☐☐☐☐☐	First (Ability) Excellency	Varies	1m / die	Reflexive (1/2)	Instant	☐	Add dice up to (Attribute+Ability) to a roll	Corebook 183
☐☐☐☐☐	Second (Ability) Excellency	Varies	2m / sux	Reflexive (1/2)	Instant	☐	Add up to (Attribute+Ability)/2 (round down) successes	Corebook 184
☐☐☐☐☐	Third (Ability) Excellency	Varies	4m	Reflexive (4/6)	Instant	☐	Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	Corebook 185
☐☐☐☐☐	Infinite (Ability) Mastery	Varies	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	Corebook 185
☐☐☐☐☐	(Ability) Essence Flow	Varies	none	Permanent	Instant	☐	Allows the 1st to 3rd Excellency to be used without counting as Charms. Incompatible with Infinte Mastery	Corebook 187

Combo 1

Name _____

Looks _____
_____

Effect _____
_____
_____
_____
_____

Combo 2

Name _____

Looks _____
_____

Effect _____
_____
_____
_____
_____

Combo 3

Name _____

Looks _____
_____

Effect _____
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_____
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Combo 4

Name _____

Looks _____
_____

Effect _____
_____
_____
_____
_____

Combo 5

Name _____

Looks _____
_____

Effect _____
_____
_____
_____
_____