EXALTED

Second Edition
Solar Exalted v1.2

Identity

Name:
Player:
Concept:
Caste:
Home:

Looks

Age:
Hair:
Skin:
Eyes:
Body:

Loyalties

Motivation:
Intimacies:

No more than Willpower+Compassion

Attributes

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

Abilities

☐ Archery	○○○○○	☐ Martial Arts	○○○○○	☐ Survival	○○○○○
☐ Athletics	○○○○○	☐ Medicine	○○○○○	☐ Thrown	○○○○○
☐ Awareness	○○○○○	☐ Melee	○○○○○	☐ War	○○○○○
☐ Bureaucracy	○○○○○	☐ Occult	○○○○○	3 Specialties / Ability	
☐ Crafts	○○○○○	☐ Performance	○○○○○		○○○○○
☐ Dodge	○○○○○	☐ Presence	○○○○○		○○○○○
☐ Integrity	○○○○○	☐ Resistance	○○○○○		○○○○○
☐ Investigation	○○○○○	☐ Ride	○○○○○		○○○○○
☐ Larceny	○○○○○	☐ Sail	○○○○○		○○○○○
☐ Linguistics	○○○○○	☐ Socialize	○○○○○		○○○○○
☐ Lore	○○○○○	☐ Stealth	○○○○○		○○○○○

Essence

Permanent Essence
● ○ ○ ○ ○

Personal ____ Total / ____ Available
(Ess x3)+WP
Current Pool

Peripheral ____ Total / ____ Available
(Ess x7)+WP+Virtues
Current Pool

Commited Essence	Motes

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

* spend 1 WP for 1 automatic success
* spend 1 WP to channel a Virtue and gain extra dice equal to it's level

Regeneration
* Roll Conviction after a night of rest
* Bonus for Stunts
* Actions which further Motivation

Weaponry

Melee Weapon	Speed (Total)	Rate (Total)	Accuracy	Damage	Defense
	/	/	/	/	/
notes					
	/	/	/	/	/
notes					
	/	/	/	/	/
notes					
Punch	5 /	3 /	+1 /	+0B /	+2 /
notes					
Kick	5 /	2 /	+0 /	+3B /	−2 /
notes					
Clinch	6 /	1 /	+0 /	* /	N/A /
notes	can use str instead of dex on roll to hit, special clinch options				
			+Dex+Ability	+Strength	(x1/2)+DV

Missile Weapon	Speed (Total)	Rate (Total)	Accuracy	Damage	Range
	/	/	/	/	/
notes					
	/	/	/	/	/
notes					

Defense Values

Dodge (Dex+Dodge+Ess)/2 + ____ Bonus
MA Parry (Dex+MA)/2 + ____ Bonus
Melee Parry (Dex+Melee)/2 + ____ Bonus
Shield Hand-to-Hand / ____ Ranged
Use either Shield or Cover bonus
Mental Dodge (WP+Integrity+Ess)/2
Mental Parry (Cha/Man+Inv/Perf/Pres)/2

Soak

	Sta / Sta/2		
Natural	____ / ____		
+ Armor	____ / ____	/ ____	/ ____
+ ____	____ / ____	/ ____	/ ____
= Total	____ Bash /	____ Leth /	____ Agg
Hardness	____ Bash /	____ Leth /	____ Agg

Armor Worn ____
Penalty ____ Fatigue ____

Mote Recovery

At rest 8+ ____ + ____ + ____ = ____
At ease 4+ ____ + ____ + ____ = ____
Active Manse ____ + Cult ____ + Other ____ = Total

* regain 1/2 in Shadowlands
* no regeneration in the Underworld
* add 1/2 during Calibration (never more than 1x)

Virtues

Compassion	Temperance
● ○ ○ ○ ○	● ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐
Conviction	**Valor**
● ○ ○ ○ ○	● ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐

Virtue Flaw

Duration ____
Condition ____

Limit Break
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Anima

Motes	Anima Flare	Stealth
1–3	mark glitters	normal
4–7	mark shines	+2 difficulty
8–10	coruscant aura	impossible
11–15	brilliant bonfire	impossible
16+	totemic aura	impossible

Movement

Move ____ Dex - Mob Penalty - Wounds yd/tick
Speed 0, −0 DV, usable every tick

Dash ____ Move Dist +6 yd/tick
Speed 3, −2 DV

Jump Str+Athletics yd ____ / ____ Vert Dist x2 yd
Speed 5, −1 DV vertical horizontal

Combat Actions

Join Conflict ____ Wits+Awareness
Roll when joining (social) combat

Join War ____ Wits+War (-Magnitude)
To join mass combat when commanding

Knockdown ____ Dex/Sta+Athletics/Resistance
If Raw Damage exceeds Sta + Resistance

Stunning ____ Sta+Resistance
more HL of damage than Stamina rating

Health

Penalty	Ox-Body HL	Healing
0 ☐	☐ ☐ ☐ ☐ ☐	6h rest
-1 ☐	☐ ☐ ☐ ☐ ☐	2d rest
☐	☐ ☐ ☐ ☐ ☐	
-2 ☐	☐ ☐ ☐ ☐ ☐	4d rest
☐	☐ ☐ ☐ ☐ ☐	
-4 ☐	Stamina HL until Dead	2w rest
Incap. ☐	☐ ☐ ☐ ☐ ☐	Dead

by Democritus (www.dcs-designs.de)