**Name:**

<table>
<thead>
<tr>
<th>HAIR:</th>
<th>FEATURES:</th>
<th>SKIN:</th>
<th>CONCEPT:</th>
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**HOMELAND:**

| EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT WWW.VOIDSTATE.COM/RPG |
| THIS VERSION BY JAMES P. BARRETT - JAMES.P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK |

**ATTRIBUTES IN HUMAN FORM**

<table>
<thead>
<tr>
<th>STRENGTH</th>
<th>DEXTERITY</th>
<th>STAMINA</th>
<th>CHARISMA</th>
<th>MANIPULATION</th>
<th>APPEARANCE</th>
<th>PERCEPTION</th>
<th>INTELLIGENCE</th>
<th>WISDOM</th>
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**ABILITIES WAR**

<table>
<thead>
<tr>
<th>ARCHERY</th>
<th>ATHLETICS</th>
<th>AWARENESS</th>
<th>DODGE</th>
<th>INTEGRITY</th>
<th>MARTIAL ARTS</th>
<th>MILE</th>
<th>RESISTANCE</th>
<th>THROW</th>
<th>WAR</th>
<th>LIFE</th>
<th>CRAFT</th>
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<td>See Craft Section</td>
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</tbody>
</table>

**PERMANENT ESSENCE**

**ANIMA EFFECTS**

- Cause Caste Mark and Tattoos to glow brightly for 1 scene (1 mote)
- Cause Anima to glow brightly enough to read by for a scene (1 mote)
- Know day of lunar month, phase of moon, and time of day for rest of scene (1 mote)

**SPECIALITIES & CRAFTS**

- BUREAUCRACY
- INVESTIGATION
- LORE
- OCCULT
- MEDICINE

**SOCIAL COMBAT**

| HAPPINESS | INDECENCY | EXCELLENCE | RATE | HONESTY MDV | DECEPTION MDV |  |
|-----------|-----------|------------|------|-------------|---------------| |
| PRESENCE  | PERFORMANCE | INVESTIGATION |  |       |   | |
| DODGE MDV | JOIN DEBATE |  |  |  |  | |

**VIRTUES & WILLPOWER**

<table>
<thead>
<tr>
<th>COMPASSION</th>
<th>TEMPERANCE</th>
<th>CONVOLUTION</th>
<th>VALOR</th>
<th>WILLPOWER</th>
<th>LIMIT</th>
<th>VIRTUE FLAW</th>
<th>EFFECT/DURATION</th>
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</thead>
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**ATTACKS**

<table>
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<tr>
<th>SPEED</th>
<th>HON DEC</th>
<th>EXCELENCY</th>
<th>RATE</th>
<th>HONesty MDV</th>
<th>DECEPTION MDV</th>
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</thead>
<tbody>
<tr>
<td>PRESENCE</td>
<td>PERFORMANCE</td>
<td>INVESTIGATION</td>
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<tr>
<td>DODGE MDV</td>
<td>JOIN DEBATE</td>
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</tbody>
</table>

**INTIMACIES**

(Watch + WP = Cooperate)

**ASPHERAL MOTES**

<table>
<thead>
<tr>
<th>BANNER</th>
<th>FLARE</th>
<th>DIFFICULTY</th>
<th>SPOT TELL</th>
<th>STEALTH</th>
<th>DIFFICULTY</th>
<th>LOCKED TO</th>
<th>ANIMA ACTIVATES</th>
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</thead>
<tbody>
<tr>
<td>1-3</td>
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<td>8-10</td>
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<td>11-15</td>
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<td>16+</td>
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</tr>
</tbody>
</table>
COMMON ACTIONS
Move  (0/None)
Dash (3/-2)
Guard (3/None)
Inactive (5/Special)
Disengage (0/None)
Spell (5/-2)
Action (Speed / DV Penalty)

MASS COMBAT
SOLO UNIT

Endurance
Stamina + Resistance
Dexterity x 100

Apply target unit’s magnitude as an external penalty to all attacks.
Upon each successful attack roll (Charisma + War) against a difficulty of your Armour’s fatigue value, on failure lose a dot of Endurance. A character with no remaining endurance has a -2 penalty on all actions.

Lunar Exalted may use one Charm each action. Supplemental and Reflux Charms may be used multiple times up until the user’s next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms permanently enhance a character’s capabilities. Charms may never add more than the relevant Attribute + Speciality in dice (or half that in successes) to any given roll.

CHARMS & SORCERY

NAME
COST
DURATION
TYPE
EFFECT
PAGE

COMBOS

NAME
MIN. COST
CHARMS

BACKGROUND
RATING
DETAILS

BACKGROUNDS

MASS COMBAT
SOLO UNIT

EXPERIENCE

TOTAL
BANKED
SPENT

INCREASE:
Attribute, Rx4; Favoured or Caste Attribute, Rx3;
Favoured Ability, (Rx2)-1; Ability Rx2; Essence Rx9;
Virtue Rx3; Willpower Rx2

NEW:
Ability, 3; Speciality, 3; Favoured/Caste Charm, 10;
Charm, 12; Knack, 11; Favoured/Caste Spell, 10;
Spell, 12

LANGUAGES

NEW:

ABLE

NEW:

ABLE

NEW:
### HUMAN - 1m

<table>
<thead>
<tr>
<th>To Hit</th>
<th>Damage</th>
<th>Defense</th>
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</thead>
<tbody>
<tr>
<td>Dev + Ability + 1</td>
<td>Str + Dmg</td>
<td>Dec + Ability + 1</td>
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</table>

### HYBRID - 5m

<table>
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<tr>
<th>To Hit</th>
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<th>Defense</th>
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</thead>
<tbody>
<tr>
<td>Dev + Ability + 1</td>
<td>Str + Dmg</td>
<td>Dec + Ability + 1</td>
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### SPIRIT - 1m

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<td>Dev + Ability + 1</td>
<td>Str + Dmg</td>
<td>Dec + Ability + 1</td>
</tr>
</tbody>
</table>

### COMBAT

**ARMOUR**

- **SOX**
  - Local Healing
  - Local Healing

- **MOD**
  - Local Healing
  - Local Healing

- **FAT**
  - Local Healing
  - Local Healing

- **HARD**
  - Local Healing
  - Local Healing

### MOVEMENT & HEALTH

**HEALING**

- Bashing: Healing 1 health level per 3 hours. Lethal damage healing rate varies:
  - 0-6 hours: 1-2 hours;
  - 2-4 days: 4-6 hours;
  - 1-2 weeks: 4-6 days;
- Incap: Healing 1 health level every 3 days.

- **Total** + Excel:

**TATTOOS**

- Total immunity to any effect which would change the Lunar’s shape except for Lunar shapeshifting.
- Difficulty +1 for all astrology targeting the Lunar.
- Evident in all True Forms.

### NATURAL ABILITIES

- Shapeshifting: True forms attribute count as natural for determining dice caps.
- Attribute bonuses (but not penalties) in other forms count towards but are not limited by dice-caps.
HEART'S BLOOD FORMS

COMBAT

To Hit | Damage | Defense
-------|--------|--------
Dev + Dmg + Reflex + Mob Pen | Dev + Dmg | Dev + Dmg + Mob Pen

DODGE DV

PARRY DV

STUNNING

KNOCKDOWN

SOAK

BASE SOAK

Armor

TOTAL + EXCEL

MOVE | DASH | JUMP
---|-----|-----

HEALING

Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies:
- 0 – 6 hours: 1 – 2 days,
- 2 – 4 days: 4 – 1 week, Incap.

Death & Dying:
Characters reduced below Incap. by L damage must take the inactive action, losing one
Dying Health level each action. All characters should have the opportunity for a last dramatic soliloquy
before dying.

NATURAL ABILITIES

KNACKS

NAME | EFFECT
---|---