

Name: _____

Spirit Form: _____

Tell: _____

HAIR: _____ FEATURES: _____
EYES: _____
SKIN: _____
HOMELAND: _____ CONCEPT: _____

CASTE: _____
MOTIVATION: _____
FACTION: _____

ATTRIBUTES IN HUMAN FORM

90		Excellencies 1st 2nd 3rd	INSTINCTUAL UNITY
80	<input type="checkbox"/>	STRENGTH	●○○○○○
70	<input type="checkbox"/>	DEXTERITY	●○○○○○
60	<input type="checkbox"/>	STAMINA	●○○○○○
50	<input type="checkbox"/>	CHARISMA	●○○○○○
40	<input type="checkbox"/>	MANIPULATION	●○○○○○
30	<input type="checkbox"/>	APPEARANCE	●○○○○○
20	<input type="checkbox"/>	PERCEPTION	●○○○○○
10	<input type="checkbox"/>	INTELLIGENCE	●○○○○○
00	<input type="checkbox"/>	WITS	●○○○○○

May Change By Form

ABILITIES

9	<input type="checkbox"/>	ARCHERY	○○○○○
8	<input type="checkbox"/>	ATHLETICS	○○○○○
7	<input type="checkbox"/>	AWARENESS	○○○○○
6	<input type="checkbox"/>	DODGE	○○○○○
5	<input type="checkbox"/>	INTEGRITY	○○○○○
4	<input type="checkbox"/>	MARTIAL ARTS	○○○○○
3	<input type="checkbox"/>	MELEE	○○○○○
2	<input type="checkbox"/>	RESISTANCE	○○○○○
1	<input type="checkbox"/>	THROWN	○○○○○
0	<input type="checkbox"/>	WAR	○○○○○

WAR

9	<input type="checkbox"/>	CRAFT	See Craft Section
8	<input type="checkbox"/>	LARCENY	○○○○○
7	<input type="checkbox"/>	LINGUISTICS	○○○○○
6	<input type="checkbox"/>	PERFORMANCE	○○○○○
5	<input type="checkbox"/>	PRESENCE	○○○○○
4	<input type="checkbox"/>	RIDE	○○○○○
3	<input type="checkbox"/>	SAIL	○○○○○
2	<input type="checkbox"/>	SOCIALISE	○○○○○
1	<input type="checkbox"/>	STEALTH	○○○○○
0	<input type="checkbox"/>	SURVIVAL	○○○○○

LIFE

9	<input type="checkbox"/>	BUREAUCRACY	○○○○○
8	<input type="checkbox"/>	INVESTIGATION	○○○○○
7	<input type="checkbox"/>	LORE	○○○○○
6	<input type="checkbox"/>	OCCULT	○○○○○
5	<input type="checkbox"/>	MEDICINE	○○○○○

WISDOM

ESSENCE

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)
Cause Tell to become unmistakable (1 mote)

PERSONAL NOTES

COMMITTED _____ - = AVAILABLE

PERIPHERAL NOTES

COMMITTED _____ - = AVAILABLE

MOTES SPENT	BANNER FLARE	DIFFICULTY SPOT TELL	STEALTH DIFFICULTY	LOCKED TO TRUE FORMS	ANIMA ACTIVATES?
1-3	Caste Mark Glitters	Standard	Normal	<input type="checkbox"/>	<input type="checkbox"/>
4-7	Caste Mark and Tattoos Burn	Impossible to hide	+ 2	<input type="checkbox"/>	<input type="checkbox"/>
8-10	Coruscant aura	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input type="checkbox"/>
11-15	Brilliant Bonfire	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
16+	Totemic	Impossible to hide	Impossible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SPECIALTIES & CRAFTS

○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
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○○○○○	○○○○○

SOCIAL COMBAT

ATTACKS	SPEED	HON	DEC	EXCELENCY HON	DEC	RATE	HONESTY MDV	DECEPTION MDV
PRESENCE	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
PERFORMANCE	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATION	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>

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

DODGE MDV (Willpower + Integrity + Essence) / 2 JOIN DEBATE (Wits + Awareness)

Excellency

INTIMACIES (Max = WP + Compassion)

VIRTUES & WILLPOWER

COMPASSION ●○○○○○	TEMPERANCE ●○○○○○	LIMIT ○○○○○○	VIRTUE FLAW _____
CONVICTION ●○○○○○	VALOR ●○○○○○	WILLPOWER ○○○○○○	EFFECT/DURATION _____

CHARMS & SORCERY

GIFT	FURY	COMBO	NAME	COST	DURATION	TYPE	EFFECT	PAGE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						

Lunar Exalted may use one Charm each action. Supplemental and Reflexive 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.

COMBOS

NAME	MIN. COST	CHARMS

BACKGROUNDS

BACKGROUND	RATING	DETAILS
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	○○○○○	

MASS COMBAT

SOLO UNIT

Endurance ○○○○○○○○○○

Stamina + Resistance

MOVE □ □ □ □ □ □ □ □ □ □

Dexterity x 100

CHARGE □ □ □ □ □ □ □ □ □ □

(Dexterity +6) x 100

Apply target unit's magnitude as an external penalty to all attacks.

Upon each succesful 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.

COMMON ACTIONS

Action (Speed / DV Penalty)

Move (0/None)

Dash (3/-2)

Guard (3/None)

Inactive (5/Special)

Disengage (0/None)

Spell (5/-2)

EXPERIENCE

LANGUAGES

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

FORMS

Character sheet section for Attributes: STRENGTH, DEXTERITY, STAMINA, APPEARANCE with dice pools.

WEAPONS table with columns: WEAPONS, SPEED, ACC, DMG TYPE, DEF, RATE, RNG. Includes weapons like Punch, Kick, Clinch.

JOIN BATTLE, ORDER OF COMBAT, COMMON ACTIONS, and ARMOUR sections.

ARMOUR table with columns: SOAK, MOB. PEN., FAT-IGUE, HARD-NESS, Lethal Bashing.

HEALING, WOUND PENALTY, HEALTH LEVELS, and DEATH & DYING sections.

HUMAN - 1m dice pool and COMBAT section header.

COMBAT table for HUMAN form with columns: To Hit, Damage, Defense, SOAK, ARMOR, TOTAL, TOTAL + EXCEL.

MOVEMENT & HEALTH

MOVEMENT & HEALTH table with columns: MOVE, DASH, JUMP, Dying Health Levels, Stamina.

HYBRID - 5m dice pool and COMBAT section header.

COMBAT table for HYBRID form with columns: To Hit, Damage, Defense, SOAK, ARMOR, TOTAL, TOTAL + EXCEL.

MOVEMENT & HEALTH

MOVEMENT & HEALTH table for HYBRID form with columns: MOVE, DASH, JUMP, Dying Health Levels, Stamina.

SPIRIT - 1m dice pool and COMBAT section header.

COMBAT table for SPIRIT form with columns: To Hit, Damage, Defense, SOAK, ARMOR, TOTAL, TOTAL + EXCEL.

MOVEMENT & HEALTH

MOVEMENT & HEALTH table for SPIRIT form with columns: MOVE, DASH, JUMP, Dying Health Levels, Stamina.

MUTATIONS AND KNACKS table with columns: NAME, EFFECT, PAGE.

NATURAL ABILITIES table with columns: NAME, EFFECT, PAGE.

SHAPESHIFTING, TATTOOS, TELL, MODIFIERS, and DICE-CAPS sections.

SPEED TRACK and CURRENT DV / MDV PENALTY sections with dice caps and a penalty track.

