Character Creation

Aspects of the character are measured in **Dot Ratings**, the higher number representing greater proficiency.

A **Power** is a general term to refer to Charms, Martial Arts Techniques, Martial Arts Form, Spells, and Evocations.

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| Experience Costs | | |
|  | Standard | Favored |
| Attribute Rating | 4 | -- |
| Ability Rating | 3 | 2 |
| Lesser Power | 5 | 4 |
| Greater Power  (Requires Essence 3) | 10 | 8 |

## Steps

1. Choose your **Exaltation** and a **Caste/Aspect**, noting down any special abilities granted. Your Exaltation will influence everything about your character, ranging from what Charms can be chosen, Strife Expression, and Great Curse.
2. Choose your character’s [**Great Curse**](#_l9b98etvmlp9), the character flaw which your Exalt struggles with day in and day out. Often, your character’s flaw will flare up, causing them to Botch their rolls, fail their actions, or otherwise veer them off of their intended course.  
     
   The Great Curse is often influenced by their Exaltation--Solars tend to have a flaw of Ego, Lunars by their loss of identity, and Sidereals by their complicated relationship with Fate, for example.
3. Choose Three [**Intimacies**](#_26dfewrlr8wx), which represent your devotions or relations to ideas, people, or history.
4. **Distribute 26 dots to Attributes**. No single Attribute may be lower than 1, nor higher than 5.  
     
   *Suggested Method:* **Set all Attributes to 1.** Choose which Categories (Physical, Social, Mental) are Primary, Secondary, and Tertiary. Then add:  
     
   **9 Dots** to Primary.  
   **5 Dots** to Secondary.  
   **3 Dots** to Tertiary.
5. Mark **5** Abilities as **Favored**, and **immediately gain 1 dot rating in each.**   
     
   Most Exaltations will grant an additional specific Favored Ability (with its own free dot rating), bringing the total to **6.**
   1. Use **9 dots** to increase Favored Abilities, with no single Ability being higher than **5**.
   2. **6 dots** in *non-Favored* Abilities, with no single Ability raised higher than **3** during this phase.
6. Choose Three Ability **Specialities,** in three favored Abilities.
7. Choose a [**Martial Arts Style**](#_3t4ra6h9kwgj). Martial Arts dictates how your character interacts during combat, ranging from animal styles to esoteric and strange supernatural styles.
8. Gain 15 **Resources**, which may immediately be spent on Merits. During character creation, Obstruction rolls are ignored.
9. Gain **3 Lesser Powers,** each in an Ability that is **Favored.**

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| **Summary**   * At this point, you should have a total of: * **26** Attribute Points * **14** Favored Ability Points   + **+1** from Exaltation/Caste * **6** Non-Favored Ability Points * **3** Lesser Powers (Favored) * **1** Martial Arts Form * **15** Project Resources * **3** Specialities |

1. Spend **30 xp** as desired.
2. Specify Equipment the character carries, considering their background. Unlike other systems, Exalted does not require an extensive list of what equipment or tools the Exalt has on their person---so long as it is reasonable for them to have an item, they are considered to be carrying it. Mundane armor and weapons are included.  
     
   All Weapons and Armor are grouped into categories, which grants general bonuses, such as a “Medium Sword”. This represents the general size and weight of the equipment, and whether it favors accuracy, damage, soak, or evasion.  
     
   When making attacks, the weapon also determines whether the character primarily uses Force (Strength) or Finesse (Dexterity) in their attacks.
3. Once the character sheet has been finalized, calculate the **Derived Static Values. (**The provided character sheets will do this for you automatically).
4. **General Static Values**
   1. **Personal Motes***10 + (Essence)*  
      The amount of essence the Exalt may use for their various Powers that will *not* inflame their [Anima Banner](#_wzcu53g1hrn6). Personal Motes regain slowly over time.
   2. **Peripheral Motes***15 + (Essence) x2*  
      The amount of essence the Exalt may use for their various Powers. These motes *will* inflame their [Anima Banner](#_wzcu53g1hrn6). Peripheral Motes are fully regained at the start of a new Scene.
   3. **Guile***(Composure + Deception)/2*  
      The Measure of how secretive a character can be, used to hide their intentions, Intimacies, and reactions to Social Influence.
   4. **Resolve**(*Will + Integrity)/2*  
      How resistant a character is to Mental influence, and not being swayed to do actions they do not agree with.

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| **Rounding**  For everything in Exalted, always round up to the nearest whole number. |

1. **Combat Static Values**
   1. **Initiative Bonus**  
      *(Cunning + Awareness)*  
      How quickly a character can react when a battle breaks out.
   2. **Endurance:***10+(Stamina+Athletics+Physique)x2+(Essence) x3*  
      Endurance is the measure of how much beating and wear a character can take in a combat before collapsing.   
      As a note, Exalts naturally reinforce and steady themselves through the use of personal Essence. Mortals have a different Endurance Calculation as explained in the Antagonists section.
   3. **DV**  
      *Greater of Evasion or Soak*  
      DV, or Defense Value, is the widely-applicable static defense value a character has against attacks.
   4. **Evasion***(Dexterity + Athletics)/2 - (Armor Penalty)*The skill to avoid being hit, or turn hits away from vital organs. Attacks that ignore Evasion are called *undodgeable*, such as room-filling explosions and environmental damages (e.g. gravity).
   5. **Soak**   
      *(Stamina + Physique)/2 + (Armor Modifier)*  
      Mitigation of attacks through training, armor, and force of body. Attacks that ignore Soak are called *unsoakable*, and contain things such as targetted or piercing damage.
   6. **Base Damage:**   
      *(Strength + Essence)/2 + (Weapon Bonus)*  
      The base amount of attack an attack will do, regardless of chance or accuracy.

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| Weapons | | | |
|  | Attribute | Accuracy | Base Damage Bonus |
| Unarmed | Dexterity or  Strength | +3 | +0 |
| Light | Dexterity | +2 | +1 |
| Medium | Dexterity or  Strength | +1 | +2 |
| Heavy | Strength | +0 | +3 |

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| Armor | | |
|  | Soak Bonus | Evasion Penalty |
| No Armor | +0 | -0 |
| Light | +1 | -0 |
| Medium | +2 | -1 |
| Heavy | +3 | -2 |

## Advancement

Essence increases automatically depending on how much xp has accumulated after Character Creation:

* Essence 2: 25 xp
* Essence 3: 50 xp
* Essence 4: 100 xp
* Essence 5: 200 xp

Player Characters in the same group should be kept at the same amount of experience points, so that no single character gets significantly ahead or behind others.

For each session, each player should be given **Five XP** and **Two RES**, in addition to any Extra XP or RES they may have earned.

### Extra XP

The Storyteller may grant extra xp (+2 each) for roleplay. All player characters receive this bonus--while one character may initiate it, it is a shared and cooperative experience to bring that about.

* Reaching a milestone in a player character’s personal story.
* Suffering a defeat, or otherwise being impeded in their journeys.
* A character falling to their Great Curse, which changes the course of the story in a non-insignificant manner.

### Gaining Resources

Resources should be sought out, and rewarded, based on the Player's actions in the story. If they manage to acquire riches, or recruit helpers to work, give them Resources to represent such actions.

Each individual **Keystone** *must* be intentionally sought out by the player, and requires anywhere from a Scene to a full Story to acquire.

Each source of Resource should be added together when combined. For example, by having access to the wealth and income of an entire city (20) for a Season (50) would result in 70 RES.

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| **XP Generation**  If you prefer pure xp generation, character creation ends at 150xp, with the following minimums:   * Attributes: 68 xp * Favored Abilities: 18xp * Non-Favored Abilities: 18xp * Lesser Powers: 12xp * Martial Arts Form: 4xp * **15** Project Resources * **3** Specialities |

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| Resources | | | |
|  | Manpower | Wealth | Time |
| 1 | Hamlet | - | Day |
| 5 | Village | Merchant | Week |
| 10 | Town | Caravan | Month |
| 20 | City | City Income | Season |
| 50 | Prefecture | Trading Network | Year |
| 75 | Province | Nation | Decade |