

Personal Information

Rules: 1st Edition / Core rules

Player: _____

Concept: _____ Caste: _____

Nature: _____

Essence

Personal Pool 6 Total / ____ Available
Peripheral Pool 18 Total / ____ Available

Attributes

Strength ●○○○○○ ○○
Dexterity ●○○○○○ ○○
Stamina ●○○○○○ ○○

Charisma ●○○○○○ ○○
Manipulation ●○○○○○ ○○
Appearance ●○○○○○ ○○

Perception ●○○○○○ ○○
Intelligence ●○○○○○ ○○
Wits ●○○○○○ ○○

Virtues

Compassion ●○○○○○
Temperance ●○○○○○
Conviction □□□□□
Valor ●○○○○○
□□□□□

Paradox

□□□□□□□□□□
Current Effects: _____
♦ See pages 215 - 219 for full rules

Anima

- ♦ Cause Caste Mark to glow brightly (1 mote)
- ♦ Cause anima to glow bright enough to read by (1 mote)
- ♦ Recognize nearby gateways (1 mote)

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns lightly	Normal
8-10	Caste Mark burns clearly	+2 in dark
11-15	Soft Halo	Impossible
16+	Burning Halo	Impossible

Abilities

Journeys
+ ☐ Endurance ○○○○○○ ○○
+ ☐ Ride ○○○○○○ ○○
☐ Sail ○○○○○○ ○○
☐ Survival ○○○○○○ ○○
☐ Thrown ○○○○○○ ○○

Serenity
+ ☐ Craft ○○○○○○ ○○
+ ☐ Dodge ○○○○○○ ○○
☐ Linguistics ●○○○○○ ○○
☐ Performance ○○○○○○ ○○
☐ Socialize ●○○○○○ ○○

Battles
☐ Archery ●○○○○○ ○○
☐ Brawl ○○○○○○ ○○
☐ Melee ○○○○○○ ○○
☐ Presence ○○○○○○ ○○
☐ Resistance ○○○○○○ ○○

Secrets
☐ Investigation ○○○○○○ ○○
+ ☐ Larceny ○○○○○○ ○○
☐ Lore ●●●○○○ ○○
☐ Occult ●●○○○○ ○○
+ ☐ Stealth ●○○○○○ ○○

Endings
+ ☐ Athletics ○○○○○○ ○○
☐ Awareness ●●○○○○ ○○
☐ Bureaucracy ●●○○○○ ○○
☐ Martial Arts ●●○○○○ ○○
☐ Medicine ○○○○○○ ○○

Crafts

Craft - Generic Craft ○○○○○○ ○○
○○○○○○ ○○
○○○○○○ ○○
○○○○○○ ○○
○○○○○○ ○○
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○○○○○○ ○○
○○○○○○ ○○

Specialties

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○○○
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○○○
○○○
○○○
○○○
+ : This ability is commonly affected by mobility penalty.

Willpower

●●○○○○○ ○○
□□□□□

Notes

Merits & Flaws

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	2	+0	0	+0 1 B	+0 0		
Kick	-1	-1	0	+2 3 B	-1 0		
Clinch	2	+0	0	+2 3 B			
Hold	2	+0	0				

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob.Pen.	Fatigue
Natural Soak	1 0			
Total	1 0 0	0 0	0	0
Close Combat				
Range				

Movement & Health

Move	Run	Sprint	Health Levels	Rules
5	13	23	-0	♦ Health: 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; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
4	9	16	-1	♦ Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per turn.
3	5	9	-2	♦ Marking Damage:
1	2	2	-4	☑ Bashing ☑ Lethal ☑ Aggravated
Apply Mobility Penalties			Incap.	

Combat

Base Initiative	2	Dodge Pool	0	Knockdown	1	1	Stunning	1	1	5
		-Mob.Pen		Threshold / Pool			Threshold / Pool / Duration			
Combat Sequence			Knockdown				Stunning			
<div>1. Attack Roll</div> <div>2. Subtract Penalties</div> <div>3. Defence Roll</div> <div>4. Determine Damage</div> <div>5. Check for Knockdown</div> <div>6. Apply Soak</div> <div>7. Roll Damage</div> <div>8. Apply Damage</div> <div>9. Check for Stun</div>			<div>Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (difficulty 1) to avoid. Rising from prone requires an action. Prone characters are at -2 to all dice pools until an action is spent standing up.</div> <div>Full combat rules on pages 226-241.</div>				<div>Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (difficulty equals damage - Stamina) or be stunned for a number of turns equals to their stun duration. Stunned characters are at -2 dice to all dice pools.</div>			

Colleges		
Journeys	<input type="checkbox"/> The Captain	○○○○○○ ○○
	<input type="checkbox"/> The Gull	○○○○○○ ○○
	<input type="checkbox"/> The Mast	○○○○○○ ○○
	<input type="checkbox"/> The Messenger	○○○○○○ ○○
	<input type="checkbox"/> The Ship's Wheel	○○○○○○ ○○
Leisure	<input type="checkbox"/> The Ewer	○○○○○○ ○○
	<input type="checkbox"/> The Lovers	○○○○○○ ○○
	<input type="checkbox"/> The Musician	○○○○○○ ○○
	<input type="checkbox"/> The Peacock	○○○○○○ ○○
	<input type="checkbox"/> The Pillar	○○○○○○ ○○
War	<input type="checkbox"/> The Banner	○○○○○○ ○○
	<input type="checkbox"/> The Gauntlet	○○○○○○ ○○
	<input type="checkbox"/> The Quiver	○○○○○○ ○○
	<input type="checkbox"/> The Shield	○○○○○○ ○○
	<input type="checkbox"/> The Spear	○○○○○○ ○○
Secrets	<input type="checkbox"/> The Guardians	○○○○○○ ○○
	<input type="checkbox"/> The Key	○○○○○○ ○○
	<input type="checkbox"/> The Mask	○○○○○○ ○○
	<input type="checkbox"/> The Sorcerer	○○○○○○ ○○
	<input type="checkbox"/> The Treasure Trove	○○○○○○ ○○
Endings	<input type="checkbox"/> The Corpse	○○○○○○ ○○
	<input type="checkbox"/> The Crow	○○○○○○ ○○
	<input type="checkbox"/> The Haywain	○○○○○○ ○○
	<input type="checkbox"/> The Rising Smoke	○○○○○○ ○○
	<input type="checkbox"/> The Sword	○○○○○○ ○○

Resplendent Destiny	
College:	_____
Name:	_____
Effect Dice:	_____
Duration:	_____
Effects:	_____

Trappings:	_____

Resplendent Destiny	
College:	
Name:	
Effect Dice:	
Duration:	
Effects:	
Trappings:	

Resplendent Destiny	
College:	_____
Name:	_____
Effect Dice:	_____
Duration:	_____
Effects:	_____ _____ _____ _____ _____
Trappings:	_____ _____ _____ _____ _____

Resplendent Destiny	
College:	
Name:	
Effect Dice:	
Duration:	
Effects:	
Trappings:	

Astrology

1. Planning Phase
 - Plan Destinies
 - Compute Horoscopes
 - Ritual Behaviour
2. Prayer Phase
 - Create Petition
 - Cosignatures
 - Countersignatures
 - Lengthy Prayer
 - Prayer Roll
3. Effect Phase
 - Multiple Sidereals
 - Roll for Effect
 - Choose Effect
 - Roll for Paradox

Resplendent Destiny	
College:	_____
Name:	_____
Effect Dice:	_____
Duration:	_____
Effects:	_____

Trappings:	_____

Resplendency Paradox Dice

- ◆ Every out-of-character act: 1
- ◆ Every month you live in a location where you've had a dozen known resplendent destinies in the last decade: 1
- ◆ Character wearing a resplendent destiny activates anima banner...

...at the 4-7 level or above: 1

...at the 8-10 level or above: 1

- ◆ Confusing meeting as the Exalted self with someone you've had contact with as a resplendent destiny: 1
- ◆ Confusing meeting wearing a resplendent destiny with someone you've had contact with as a past resplendent destiny: 2

...and they conclude you're one resplendent destiny imitating another: +1

...and they conclude you're a supernatural being: +2

Arcane Fate

- ◆ +3 dice to all Performance, Presence, Socialize or Larceny pools used to masquerade. Bonus does not apply when impersonating a specific person.
- ◆ The difficulty of Intelligence + Larceny rolls for disguise is always 1.
- ◆ Additional +3 dice to disguise as a donned resplendent destiny.
- ◆ -3 dice penalty on rolls to build relationships, trust or love.
- ◆ Mortals suffer -3 dice for rolls to spot the Sidereal.
- ◆ Others roll Wits + Occult - 3 (diff. 1) to remember the Sidereal. Rolls are made after 1 turn, 1 minute, 1 hour, 1 day, 1 week, 1 month, 1 season and 1 year, then annually.

Acquaintances/Familiars

Standing

Allegiance: _____

Salary ○○○○○

Celestial Manse ○○○○○

[illegible][illegible]

[illegible][illegible]

Languages

Experience
0 total - 0 spent = 0 banked

Charms

[illegible]