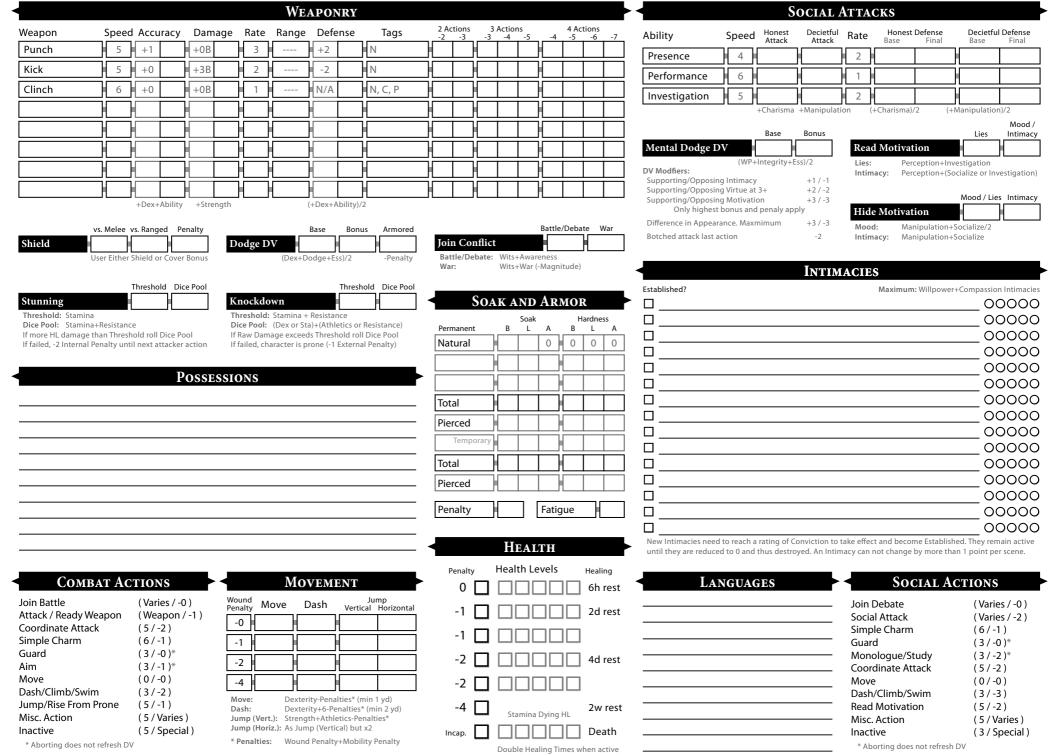
	_			Cha	aracter Name					
<exalted></exalted>		<						$\overline{}$	•	
SOLAR EXALTED Sheet v2.2 by Democritus - www.tricktonic.com		Motivation:								
Player:									Portrait / Crest / Ani Exalted is © 2008 of CCF	
•		Атт	RIBUTES			Ess	ENCE		WILLP	
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance AB	●0000 ●0000 ●0000	Perception Intelligence Wits	●0000 ●0000 ●0000	Personal Peripheral	Pool Bonus	Total	● ○ ○ ○ ○ ○ □ □ □ □ □	00000
Dawn Caste Archery	1 2 3 IM EF	Zenith Caste	1 2 3 IMEF	Twilight Caste	1 2 3 IM EF	Personal: (Ess x3)+W Peripheral: (Ess x7)+W		rtues	Compassion	Conviction
☐ Martial Arts ☐ Melee		□Integrity □Performance □Presence			_00000	Commited Essence	Persona	l Peripheral		
☐ Thrown ☐ War	00000 00000	□ Resistance □ Survival	00000 00000		_00000				Temperance ●○○○○	Valor ●○○○○
Night Caste ☐ Athletics	1 2 3 IM EF		1 2 3 IM EF		_00000 _00000				Acting against a Virtue:	
☐ Awareness ☐ Dodge ☐ Larceny		□Linguistics □Ride □Sail		□Investigatio □Lore □Medicine	00000 ====== 00000 ======				When acting contrary to a higher, the character has to roll succeeds then 1WP ma Virtue for the scene and to	o fail at a Virtue roll. If the y be spent to suppress th act as desired. If the
Stealth		Socialize	00000 00000	Occult	00000 00000	Availa	able		primary Virtue is suppresse	
							nse Cult	Other	VIRTUE	FLAW
		Spec	CIALTIES			Respiration At Ease: +4m / hour	Shadowland	d: -50%	Flaw:	
	000		000		000	Relaxed: +8m / hour	Calibration	+50%	Duration:	
	000		000		000	Ax	IMA			
	000		000		000	All	IMA			
	000								Condition:	
			GROUNDS							
	Rating	Description / Details								_
									Lin	\ A <
	00000									
	00000								Evana	,
	00000								EXPER	IENCE
	00000								Total	Remaining
	00000					Level Anima Flare 1-3 mark glitters	Other Effects	5		
	00000					4-7 mark shines 8-10 coruscant aura	Stealth +2 di			
	00000					11-15 brilliant bonfire		activates		
						10+ LOLEITIC aufa	Allillia rowel	activates		*



CHARMS AND SPELLS										
Combos 1 2 3 4 5 Name	Trait	Cost	Type	Duration	Obvio	us? Effect / Keywords / Description	Source			
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First (Ability) Excellency	Varies	1m / die	Reflexive (1/2)	Instant		Add dice up to (Attribute+Ability) to a roll	Corebook 183			
Second (Ability) Excellend	cy Varies	2m / sux	Reflexive (1/2)	Instant		Add up to (Attribute+Ability)/2 (round down) successes	Corebook 184			
Third (Ability) Excellency	Varies	4m	Reflexive (4/6)			Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	Corebook 185			
Infinite (Ability) Mastery	Varies	2m + 1wp				Every 2 committed motes reduce the cost of the 1st, 2nd and 3rd Excellency by 1 for the rest of the scene	Corebook 185			
(Ability) Essence Flow	Varies	none	Permanent	Instant	$\sqcup \underline{\prime}$	Allows the 1st to 3rd Excellency to be used without counting as Charms. Incompatible with Infinte Mastery	Corebook 187			
Сомво 1		омво 2		4		Сомво 3 Сомво 4				
COMIZE							,			
Name	Name			Name _		Name Name				
				-						
Looks	Looks			Looks _		Looks Looks				
	_			-						
Effect	Effect			Effect _		Effect Effect				
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				-						