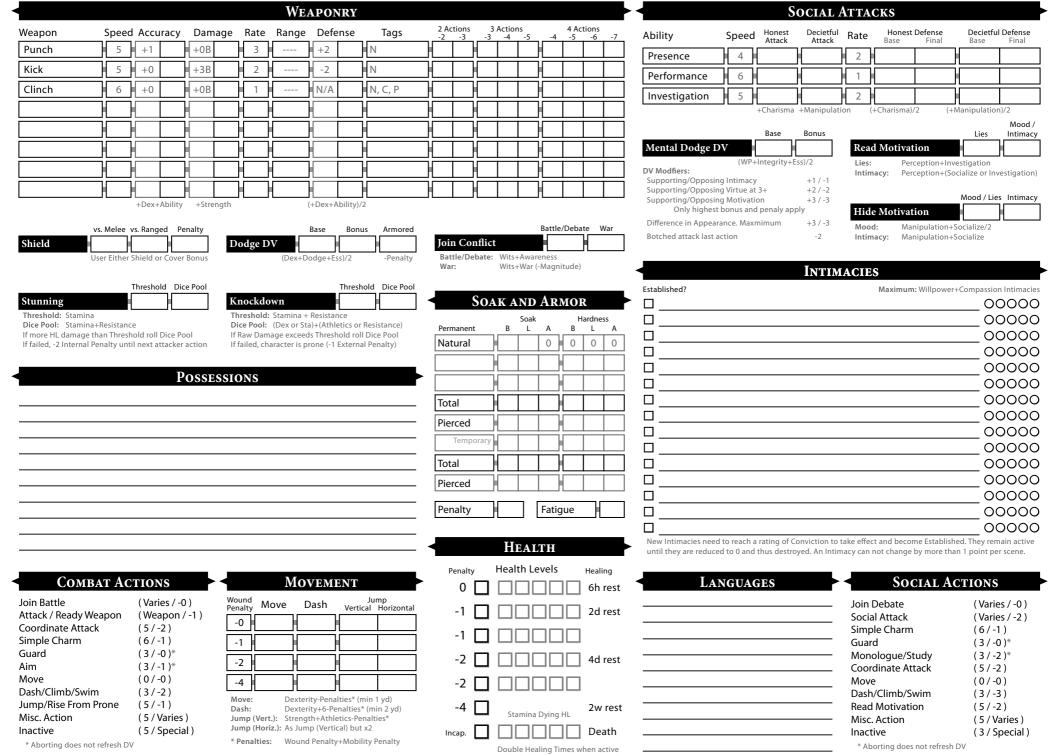
	er Name			
 {EXA LTED} {	>			
ABYSSAL EXALTED Sheet v2.2 by Democritus - www.tricktonic.com Concept: Motivation: Democratik				
Personality: Player: Description:	Portrait / Crest / Anima Banr	ner / Quote		
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ATTRIBUTES	ESSENCE WILLPOWE	R		
Strength Dexterity Stamina OOOO Charisma OOOO Perception OOOO Intelligence OOOO Wits	●○○○○			
ABILITIES	Peripheral VIRTUES	Peripheral		
Martial Arts	Commited Essence Personal Peripheral Temperance OOOO Acting against a Virtue: When acting contrary to a Virtue ra higher, the character has to fail at a roll succeeds then IWP may be specified the contrary Virtue for the scene and to act as d primary Virtue is suppressed, gain Available Respiration At Ease: +4m / hour Creation etc.: 0%	a Virtue roll. If the ent to suppress the lesired. If the 1 point of Limit. Using this Virtue cally adds one		
000000	Relaxed: +8m / hour Feeding: 1 mote / 1 HL RESONANC	E		
	ANIMA			
BACKGROUNDS Rating Description / Details	Venting Resonance: Reflexively roll Essence. Each succe on an effect but no more than the o Resonance. Up to Essence may be s Branding, up to the greater of Esse may be spent on Conduit. Stigmata page 114p for a list of effects.	ess vents one point character has spent on Blight or nce or Whispers		
00000	Failing the initial roll causes effects			
00000	points while adding a point of Resc	onance.		
00000	EXPERIENC	CE CE		
00000	Total	Remaining		
00000	Level Anima Flare Other Effects 1-3 mark blackens none			
00000	4-7 mark bleeds Stealth +2 diffculty 8-10 tenebrous aura Stealth impossible			
00000	11-15 chilling bonfire Anima Power activates 16+ totemic aura Anima Power 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
						_	Add up to (Attribute+Ability)/2 (round down) successes	Corebook 184
		Varies		Reflexive (1/2)				
		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
00000	Infinite (Ability) Mastery	Varies	2m + 1wp	Simple (6 tix)	1 scene		Every 2 commited 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		Allows the 1st to 3rd Excellency to be used without counting as Charms. Incompatible with Infinte Mastery	Corebook 187
	Combo 1		Сомво 2				Сомво 3 Сомво 4	
]	COMBO I		COMBO 2				COMBO 3 COMBO 4)
Name		Name			Name _		Name Name	
Looks		Looks			Looks _		Looks Looks	
					F.(;			
Effect		Effect			Effect ₋		Effect Effect	
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