BASED UPON EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT WWW.VOIDSTATE.COM/RPG
THIS VERSION BY JAMES P. BARRETT - JAMES.P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK

FEATURES: _____

CASTE: _____

EXCELLENCIES

Ability	1st	2nd	3rd	Dice Cap	Ability	1st	2nd	3rd	Dice Cap

SOCIAL COMBAT

ATTACKS	SPEED	HON	DEC	DICE CAP	RATE	HON MDV	DEC MDV
PRESENCE	4				2		
PERFORMANCE	6				1		
INVESTIGATION	5				2		
		Charisma + Ability	Manipulation + Ability		(Charisma + Ability)/2	(Manipulation + Ability)/2	

DODGE MDV ☐ (Willpower + Integrity + Essence) / 2 ☐ Dice Cap

JOIN DEBATE ☐ Wits + Awareness ☐ Dice Cap

VIRTUES & WILLPOWER

COMPASSION ●○○○○ □□□□□

CONVICTION ●○○○○ □□□□□

TEMPERANCE ●○○○○ □□□□□

VALOR ●○○○○ □□□□□

WILLPOWER ○○○○○○○○○○○○ □□□□□□□□□□□□

PERMANENT ESSENCE ●○○○○ ○○○○○

PERSONAL MOTES ☐

COMMITTED: ___ - ☐ ___ - ☐ ___ - ☐ = ☐ AVAILABLE

PERIPHERAL MOTES ☐

COMMITTED: ___ - ☐ ___ - ☐ ___ - ☐ = ☐ AVAILABLE

PRINCIPLE OF MOTION ☐

CONCEPT: _____

PERSONALITY: _____

MOTIVATION: _____

INTIMACIES
(Max = WP + Compassion)

_____

_____

_____

MOVEMENT & HEALTH

MOVE	DASH	JUMP Horizontal	JUMP Vertical	WOUND PENALTY
				-0
				-1
				-2
				-4
				INCAP

HEALTH LEVELS

Ox-Body Health Levels: ☐ ☐ ☐ ☐ ☐ ☐ ☐

Dying Health Levels: ☐ ☐ ☐ ☐ ☐ ☐

Stamina

SPEED TRACK

Use paper clips or markers to track the ticks until your character's next action

GO! 1 2 3 4 5 6

CURRENT DV / MDV PENALTY

Use paper clips or markers to track your character's current penalty. Penalty resets on your action.

-0 -1 -2 -3 -4 -5 -6 -7

WEAPONS

	SPEED ACCURACY Weapon	Weapon/Total/Excellency	DAMAGE Weapon / Total / Type	DEFENCE Weapon / Total	RATE Weapon	RANGE Weapon
Punch	5	+1	0 B	+2	3	
Kick	5	+0	3 B	-2	2	
Clinch	6	+0	0 B	+0	1	
To calculate total add:		Dex + Ability	Strength	Dex + Ability		

DODGE DV ☐ (Dex + Dodge + Essence)/2 - Mob. Pen. ☐ Dice Cap

PARRY DV ☐ (Total Defense)/2 ☐ Dice Cap

JOIN BATTLE ☐ Wits + Awareness ☐ Dice Cap

ARMOUR	SOAK Lethal	SOAK Bashing	MOB. PEN.	FAT-IGUE	HARD-NESS Lethal	HARD-NESS Bashing

SOAK — Bashing / Lethal / Aggravated

BASE SOAK Stamina / Stamina÷2 ☐ ☐ ■

ARMOR Use Lethal soak for Aggravated ☐ ☐ ☐

TOTAL ☐ ☐ ☐

TOTAL + _____ ☐ ☐ ☐

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VIRTUES & WILLPOWER

COMPASSION ●○○○○ □□□□□

CONVICTION ●○○○○ □□□□□

TEMPERANCE ●○○○○ □□□□□

VALOR ●○○○○ □□□□□

WILLPOWER ○○○○○○○○○○○○ □□□□□□□□□□□□

PERMANENT ESSENCE ●○○○○ ○○○○○

PERSONAL MOTES ☐

COMMITTED: ___ - ☐ ___ - ☐ ___ - ☐ = ☐ AVAILABLE

PERIPHERAL MOTES ☐

COMMITTED: ___ - ☐ ___ - ☐ ___ - ☐ = ☐ AVAILABLE

PRINCIPLE OF MOTION ☐

CONCEPT: _____

PERSONALITY: _____

MOTIVATION: _____

INTIMACIES
(Max = WP + Compassion)

_____

_____

_____

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TOTAL ☐ ☐ ☐

TOTAL + _____ ☐ ☐ ☐

NAME	COST	DURATION	TYPE	EFFECT	PAGE