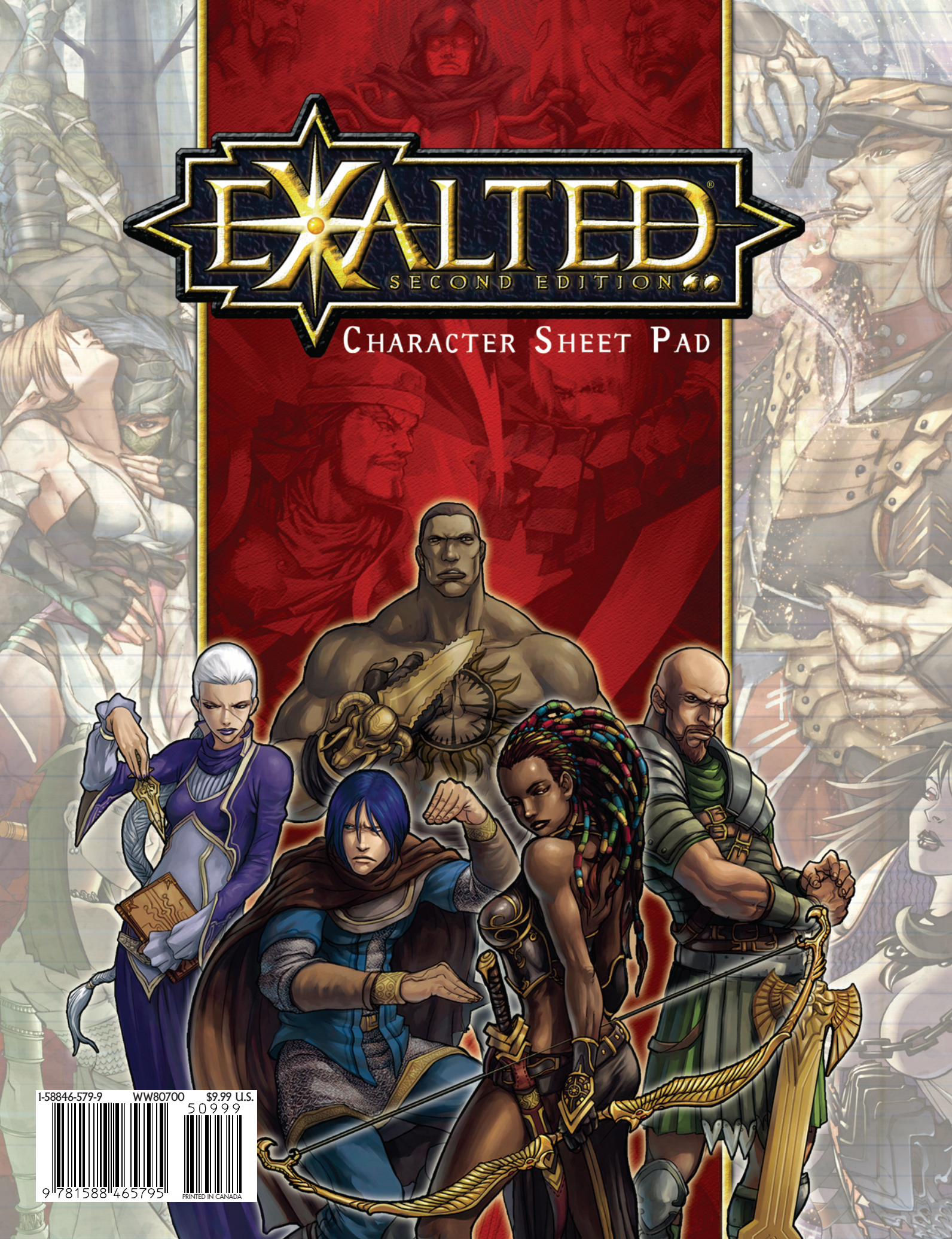


EXALTED

SECOND EDITION

CHARACTER SHEET PAD



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PRINTED IN CANADA

ZENITH CASTE

TWILIGHT CAST

NIGHT CAST



ECLIPSE CASTE

NAME: _____

CONCEPT: _____

PLAYER: _____

MOTIVATION: _____

ANIMA: _____

ATTRIBUTES

STRENGTH _____ ●○○○○

CHARISMA _____ ●○○○○

PERCEPTION _____ ●○○○○

DEXTERITY _____ ●○○○○

MANIPULATION _____ ●○○○○

INTELLIGENCE _____ ●○○○○

STAMINA _____ ●○○○○

APPEARANCE _____ ●○○○○

WITS _____ ●○○○○

ABILITIES

DAWN

☐ ARCHERY _____ ○○○○○☐ MARTIAL ARTS _____ ○○○○○☐ MELEE _____ ○○○○○☐ THROWN _____ ○○○○○☐ WAR _____ ○○○○○

ZENITH

☐ INTEGRITY _____ ○○○○○☐ PERFORMANCE _____ ○○○○○☐ PRESENCE _____ ○○○○○☐ RESISTANCE _____ ○○○○○☐ SURVIVAL _____ ○○○○○

TWILIGHT

☐ CRAFT _____ ○○○○○☐ INVESTIGATION _____ ○○○○○☐ LORE _____ ○○○○○☐ MEDICINE _____ ○○○○○☐ OCCULT _____ ○○○○○

NIGHT

☐ ATHLETICS _____ ○○○○○☐ AWARENESS _____ ○○○○○☐ DODGE _____ ○○○○○☐ LARCENY _____ ○○○○○☐ STEALTH _____ ○○○○○

ECLIPSE

☐ BUREAUCRACY _____ ○○○○○☐ LINGUISTICS _____ ○○○○○☐ RIDE _____ ○○○○○☐ SAIL _____ ○○○○○☐ SOCIALIZE _____ ○○○○○

SPECIALTIES

☐ _____ ○○○○○☐ _____ ○○○○○☐ _____ ○○○○○☐ _____ ○○○○○☐ _____ ○○○○○

ADVANTAGES

BACKGROUNDS

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Name

Cost

CHARMS

Name

Cost

WEAPONS

WILLPOWER

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SOAK

B _____ L _____ A _____

HEALTH

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-1 □□□□□

-2 □□□□□

□□□□□

-4 □

INCAPACITATED □

VIRTUES

COMPASSION

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TEMPERANCE

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CONVICTION

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VALOR

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ESSENCE

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PERSONAL _____ | _____

PERIPHERAL _____ | _____

COMMITTED _____

EXPERIENCE

LIMIT BREAK

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VIRTUE FLAW

Action Options Summary

Activate Charm/Combo/Power (Varies/Varies): Use a Charm, Charm Combo or other magical power. Rules depend on the effect used.

Aim (3/-1): Prepare an attack against a target, increasing Accuracy proportional to the time spent aiming.

Attack (Varies/-1): Assault a single target, either unarmed or using a weapon.

Dash (3/-2): Sprint at top speed.

Flurry (Varies/Varies): Take multiple actions in a quick cascade. May be attacks or miscellaneous actions.

Guard (3/None): Optimized defensive stance.

Inactive (5/Special): Do nothing. This action is not voluntarily, but it may be forced on a character through immobility or hostile magic.

Miscellaneous Action (5/Varies): Perform some task unrelated (or perhaps tangentially connected) to combat.

Move (0/None): Sprint short distance. Reflexive.

Order of Attack Events

1) Declaration of Attack: The attacker's player states that the character is attacking and what Charms (if any) he will activate to enhance the attack, excepting reroll effects. If the attack cannot be stopped by a particular mode of defense (dodge or parry), the attacker's player must include this information in the declaration.

2) Defender Declares Response: The defender's player decides how the character responds: A) Do nothing and accept the attack, generally resulting in severe injury, or B) Defend using best option of parry or dodge. The defender's player must declare the use of any defensive Charms not based on a reroll.

3) Attack Roll: The attacker's player rolls (Dexterity + the Ability that governs the method of attack used—Archery, Martial Arts, Melee or Thrown) at difficulty 1, subject to the usual order of modifiers.

4) Attack Reroll: Attackers with access to reroll effects or Charms such as Essence Resurgent may use them if the player does not like the attack roll results. No die may be rerolled multiple times, and the best result is final. Characters who have already used another Excellency Charm to augment their attack may not use Essence Resurgent. If a reroll and the original roll both result in failure, the attack misses.

5) Subtract External Penalties/Apply Special Defenses: Remove successes for any external penalties that apply to the attack roll, ending with the defender's DV. Roll the dice granted by stunts, Charms such as Essence Overwhelming and other transient dice bonuses, adding the successes to DV. Other defensive effects requiring a dice roll also occur during this step, except those involving a reroll. If no successes remain, the attack misses or the defender successfully deflects it.

6) Defense Reroll: Defenders with access to reroll Charms or like effects may use them if their DV is insufficient to completely stop the attack. In the case of Essence Resurgent, defenders can only use this Charm if they have not previously used another Excellency Charm to enhance DV against the attack.

7) Calculate Raw Damage: If the attack hits, it has a raw damage equal to its base damage (usually Strength + a fixed value for most weapons and unarmed attacks), plus a number of extra dice equal to the successes remaining after step 5. Effects modifying the raw damage of an attack apply accordingly.

8) Apply Hardness and Soak, Roll Damage: If the victim has a Hardness rating against the attack's damage type, compare the Hardness with the raw damage. If Hardness is equal or greater, the defense absorbs the attack without effect. Otherwise, the damage ignores the defender's Hardness. Next, remove the target's appropriate soak rating from the damage of the attack. If the post-soak damage is less than the attack's innate minimum damage (assume 1 unless otherwise listed) or the attacker's Essence, the raw damage has a final value equal to the greater of these two values. This cannot result in a greater raw damage than its original calculated value. Apply any effects that increase or decrease post-soak damage to the final value.

Roll dice equal to the final damage of the attack, applying successes as health levels of the appropriate type of damage to the defender. The Twilight Caste anima effect resolves during this step after damage is rolled but before it is applied.

9) Counterattacks: If the victim retaliates using a counterattack (most commonly obtained through use of Charms), apply steps 1-8 to that attack.

10) Apply Results: Any non-damage effects of the attack also occur at this stage, as does the damage and effects from any counterattack launched by the defender.

Order of Modifiers

Many effects can modify a character's dice pool in **Exalted**, and most of these effects are cumulative with one another. Whenever a pool has multiple modifiers applying to it, refer to the following checklist to avoid confusion:

Step 1: Apply Non-Magical Bonuses: Add dice granted by stunts, specialties, equipment, Virtue channeling and anything else that applies.

Step 2: Apply Non-Magical Penalties: Subtract dice for any internal penalties that apply. If the character has Essence 2+, note the total value of (wound penalties + multiple action penalties) for use in Step 5. This may reduce a pool to zero or even negative dice.

Step 3: Apply Magical Bonuses: Add dice granted by Charms (such as Essence Overwhelming) or spells.

Step 4: Apply Magical Penalties: Subtract dice removed by Charms or spells, such as the entropic magic of the Abyssal Exalted. This may reduce a pool to zero or even negative dice. If the character has Essence 1, use this pool.

Step 5: Determine Minimum Dice: If the character has Essence 2+ *and* the modified pool is less than her Essence rating, the pool has a value of (Essence – the sum of wound penalties and multiple action penalties). This value cannot exceed the original unmodified pool, but it may be zero or negative.

Step 6: Apply Bonus Successes: Add any successes gained from Charms, Willpower expenditure or other sources. If no such effects apply and the character has zero or negative dice remaining, the roll automatically fails.

Anima Display

Motes of Peripheral Essence	Effect
1–3	The character's caste mark glitters and is visible from certain angles. The player of anyone seeing the Exalt may make a (Perception + Awareness) roll at standard difficulty for his character to notice the caste mark. The Solar can use the Stealth Ability normally and may still hide behind Stealth Charms and other concealing magic without fear of detection. This effect can persist for as long as an hour after the character has ceased to burn Essence.
4–7	The character's caste mark burns and will shine through anything placed over it. It is impossible to mistake the character for anything but what she is. Stealth Charms and other such magic, including the Night Caste's ability to mute sensory impressions, fail. A character may use the Stealth Ability to hide in natural cover, but all such attempts incur a +2 difficulty.
8–10	The character is surrounded by a coruscant aura bright enough to read by, and her caste mark is a burning golden brand on her forehead. Stealth is impossible.
11–15	The character is engulfed in a brilliant bonfire of Essence, which burns from her feet to at least a foot above her head. Objects that come in contact with the aura may be left bleached or faded, as if they had been exposed to the sun for many days. The character is visible for miles. The light produced is bright and steady enough to read by, out to a spearcast's distance. For minutes afterward, the character's caste mark will remain etched in the vision of anyone who sees it.
16+	The character is surmounted or surrounded by a burning image totemic to her person. A warrior might be surrounded by a great golden bull, a Twilight Caste magician by an incredibly elaborate mandala, and so on. This effect fades during any action the character does not spend Essence, but it leaps back into existence from the solar bonfire of the character's anima if the character again burns Peripheral Essence.

Sample Object	Soak (L/B)	Health Levels (Damaged/Destroyed)
House Door	1/3	3/10
Oak Door	3/5	10/20
Fortress Gate	8/10	20/40
Wood Wall	3/5	8/12
Brick Wall	6/10	24/40
Stone Wall	12/18	40/80
Wood Statue	2/4	3/16
Stone Statue	4/8	4/28
Iron Statue	6/12	6/50

Name	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Axe/Hatchet	5	+1	+5L	-2	2	Str **	*	T
Cestus	5	+0	+3B	+2	3	Str *	*	M
Chopping Sword	4	+1	+5L/2	-1	2	Str **	**	O
Clinch	6	+0	+0B	—	1	Str *	—	C, N, P
Club/Cudgel/Baton	5	+1	+6B	+0	2	Str *	—	T
Fighting Chain (clinchng)	5	-1	+6B	+2	2	Str **, Dex ****, Mrt ****	1	M, R
Fighting Gauntlet (clinchng)	6	-1	+4B	—	1	Str **, Dex ****, Mrt ****	1	C, M, P, R
Fighting Gauntlet (clinchng)	5	+0	+5B	+2	2	Str **	**	M
Great Axe/Scythe	6	+1	+7L/2	-2	2	Str ***	*	C, M, P
Great Sword	6	+1	+7L/2	-1	2	Str ***	*	2, O, R
Hook Sword	5	+0	+3L	+3	3	Str *, Dex ***, Mrt ***	***	D, M
Iron Boot	5	+0	+6B	-3	2	Str **, Dex **	**	M
Javelin	4	+1	+3L	+1	2	Str *	**	T
Khatar	5	+0	+2L	+3	3	Str *	**	M
Kick	5	+0	+3B	-2	2	Str *, Dex **	—	N
Knife	5	+1	+2L	+0	3	Str *	—	L, R
Lance	6	-1	+5L/+10L	-3	1	Str ***	*	O, P
Mace/Hammer	5	+1	+8B/2	+1	2	Str **	*	2, O, R
Poleaxe	6	+0	+7L/2	+0	2	Str **	**	N
Punch	5	+1	+0B	+2	3	Str *	—	2, O, R
Razor Harness	6	-1	+3L	—	1	Str *	***	C, P
Sai	5	+0	+2L	+2	3	Str *, Dex ***, Mrt ***	**	M
Seven-Section Staff	5	-2	+7B	+3	2	Str *, Dex ****, Mrt ****	*	D, M
Short Spear	5	+2	+4L	+1	2	Str *	*	R
Short Sword	4	+2	+3L	+1	2	Str *	*	—
Slashing Sword	4	+1	+3L	+0	3	Str **	**	—
Sledge/Tetsubo	6	-1	+12B/4	-3	1	Str ****	**	2, O, P, R
Spear	5	+1	+4L/7L	+2	2	Str **	*	2, L, R
Staff	6	+2	+7B	+2	2	Str **	—	2, R
Straight Sword	4	+2	+3L	+1	2	Str **	**	—
Tiger Claws	5	+2	+3L	+0	3	Str *	**	M
Whip	5	+1	+1B	+0	2	Str *, Dex **	*	D, R
(clinchng)	6	+2	+1B	—	1	Str *, Dex **	*	C, D, R
Wind-Fire Wheel/War Fan	5	+2	+1L	+2	3	Str *, Dex ***, Mrt ***	2	M

Name	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Axe/Hatchet	5	+0	+3L	2	10	Str **	*	*
Chakram/Shuriken	4	+0	+1L	3	20	Str *	*	—
Club/Cudgel/Baton	5	+0	+3B	2	10	Str *	—	*
Javelin	4	+1	+3L	2	30	Str *	**	*, P
Knife	5	+0	+2L	3	15	Str *	—	*
Needle	5	-1	1L	3	10	—	*	P
Sling	5	-1	+2L	1	100	Str *	*	—
War Boomerang	5	+0	+3L	2	20	Str *	*	—
* May also be used in close combat using the statistics above.								

Name	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost*	Tags
Composite Bow	6	+0	—	3	250	****	***/-	2, B
Crossbow	5	+0	5L	1	125	—	**	2, B
Firewand	5	+1	12L	1	10	—	***/*	2, F, S
Flame Piece	5	+0	8L	1***	8	—	**/*	F, S
Long Bow	6	+1	—	3	200	****	**/-	2, B
Self Bow	6	+0	—	2	150	***	*/-	2, B
* Cost after slash is for ammunition.								
** Crossbows are available only in the Haslanti League for a cost of **.								
*** Rate 2 if wielding a loaded flame piece in each hand.								

Accuracy: This value is added to or subtracted from the character's (Dexterity + Ability) total when rolling for attacks using the weapon.

Cost: This is the minimum Resources value necessary to purchase the weapon.

Damage: This value is added to the character's (Strength + extra successes) to determine damage when she attacks with the weapon. If the number is followed by a B, then the weapon causes bashing damage, while a L indicates lethal damage and an A represents aggravated damage.

Defense: This value is added to the character's (Dexterity + Ability) total when she parries with the weapon.

Max Strength: Bows must be built to the Strength of their user or less. This rating is the maximum Strength that the weapon can have.

Minimums: The minimum number of dots in specific Attributes or Abilities required to wield the weapon effectively. The information is presented as a letter or letters followed by a number. The letter indicates the Attribute or Ability required. Str stands for Strength, Dex for Dexterity and Mrt for Martial Arts. The number of dots required is the minimum value the character must have to wield the weapon without penalty. For each dot the character is missing from any minimum, she subtracts one from the Accuracy of the weapon, and adds one to its Speed (to a maximum total of Speed rating 6). This penalty can cause a weapon's Accuracy to become negative and can worsen already negative values.

Name: The name of the weapon.

Range: The Range interval of the weapon in yards. Thrown weapons can be hurled or fired out to their range without penalty. They can be thrown or fired out to up to twice their range with a -1 external penalty and can reach up to three times their range at a -2 external penalty.

Rate: The maximum number of attacks the weapon can make in a single flurry.

Speed: The Speed rating of the weapon.

Tags: Special rules that apply to the weapon. See the Tag Key.

Hand-to-Hand Weapons

Tag Key

2 = Two-Handed
B = Bow Type

C = Clinch Enhancer

D = Disarming

F = Flame Type

L = Lance Type

M = Martial Arts

N = Natural

O = Overwhelming

P = Piercing

R = Reach

S = Single Shot

T = Thrown

Requires both hands to wield.
Damage based on or modified by ammunition type used.
Must be used for clinching wielded through Martial Arts.
Adds additional +2 Accuracy when used to disarm an opponent.
Does not add Strength to damage; listed Range is the farthest the flame jet reaches.
Increases damage to second Damage value when charging or bracing against a charging opponent.
May be wielded with Martial Arts or Melee.
Part of the body; not subject to disarming. Must be wielded with Martial Arts. Can parry only bashing attacks without aid of a stunt or magic.
Damage after the slash is the innate minimum Damage of the weapon rather than the usual one die.
Inflicts piercing damage, halving the target's armored soak (rounded down).
Can attack mounted targets or those at higher elevation without penalty. Characters must use a miscellaneous action to reload the weapon after every shot.
This weapon can also be thrown. See the thrown weapons table for statistics.

Type	Hand-to-Hand Cover	Ranged Cover
Buckler	+1	None
Target Shield	+1	+1
Tower Shield	+1	+2
25% Hard Cover (Shoulder and leg protected)	None	+1
50% Hard Cover (Half body protected)	+1	+2
75% Hard Cover (All but shoulder, arm and face protected)	+1	+3
90% Hard Cover (All but eyes protected)	+2	+4

Situation	Modifier
Taking Actions	-(Varies)
Wound Penalties	-(1-4)
Wearing Armor*	-(Varies)*
Onslaught Penalty	-1 per successful attack**
Unstable Terrain	-(1-3)
Shield	+(Defense)
Steps/Gentle Slope/Mounted	+1***
Steep Slope/Riding in Howdah	+2***
Too Steep to Climb Without Hands/Scaling Ladder	+3***
* Reduces only Dodge DV.	
** Applies only against a single attacker, unless a group makes a coordinated attack.	
*** Height modifier applies in close combat only and may be negated by attacks with long weapons. Apply as a DV penalty to characters with lower height in the designated situation.	

Regaining Essence

Once spent, an Exalt's motes return to him only gradually. Therefore, an Exalt has to shepherd his mystical energies carefully, lest he find himself powerless when he's beset by enemies. An Exalt cannot recover any motes if he engages in strenuous activity (combat, most forms of manual labor, hikes or forced marches and so on). If he's at ease, but not completely relaxed (such as when watching an artistic performance, taking a leisurely stroll or debating with a Realm courtier), he recovers spent motes at the rate of four per hour. When he's completely relaxed (for example, sleeping or receiving a massage), he recovers motes at the rate of eight per hour. Characters first regenerate their Personal Essence, regaining motes of their Peripheral Essence only when their Personal Essence pool is full.

In addition, characters who are attuned to manases recover their Essence more quickly, as do those carrying hearthstones or with active cults. See the Manse and Cult Backgrounds for these bonus values.

Players' characters are presumed to begin the game with a full pool of motes.

Name	Soak	Mobility	Fatigue	Cost	Tags
Light					
Breastplate	+4L/2B	-1	1	**	*
Buff Jacket	+3L/4B	-1	2	*	—
Chain Shirt	+3L/1B	-0	1	**	**
Medium					
Chain Hauberk	+6L/7B	-3	2	***	—
Lamellar	+6L/8B	-2	1	***	*
Reinforced Buff Jacket	+5L/8B	-2	2	** to ***	—
Heavy					
Articulated Plate	+9L/9B	-3	2	*****	—
Plate-and-Chain	+8L/10B	-4	3	*****	—
Reinforced Breastplate	+7L/6B	-2	1	*****	—
Superheavy					
Chain Swathing	+11L/14B	-6	5	*****	—
Superheavy Plate	+12L/12B	-4	3	*****	—
* May be concealed under heavy jacket or cloak.					
** May be concealed under normal clothes.					
Classification: The weight category of armor: light, medium, heavy or superheavy.					
Name: The name of the armor type.					
Soak: The lethal and bashing soaks of the armor.					
Mobility: The penalty subtracted from all rolls requiring agility or balance while wearing the armor.					
Fatigue: The difficulty of the armor type's fatigue roll.					
Cost: This is the minimum Resources value necessary to purchase the armor.					
Tags: Special rules that apply to the armor.					

Type	Hand-to-Hand Cover	Ranged Cover
Buckler	+1	None
Target Shield	+1	+1
Tower Shield	+1	+2
25% Hard Cover (Shoulder and leg protected)	None	+1
50% Hard Cover (Half body protected)	+1	+2
75% Hard Cover (All but shoulder, arm and face protected)	+1	+3
90% Hard Cover (All but eyes protected)	+2	+4

Healing

Bashing: Bashing damage heals relatively quickly—one level per 12 hours of rest for mortals or one level per three hours of rest for Exalts and beings of similar resilience.

Lethal: Levels of lethal damage take a variable amount of time to heal based upon their associated wound penalty: -0 (one day of rest or two days of normal activity for mortals; six hours of rest or 12 hours of activity for Exalted), -1 (one week of rest or two weeks of normal activity for mortals; two days of rest or four of normal activity for Exalted), -2 (two weeks of rest or four weeks of normal activity for mortals; four days of rest or eight of normal activity for Exalted), -4 and Incapacitated (one month of rest for mortals, cannot heal without rest; one week of rest or two weeks of normal activity for Exalted, though even an Exalt won't be able to do anything but rest if he's lying on death's door at Incapacitated).

Aggravated: This type of injury heals naturally at the same rate as lethal damage, but only the strongest healing magic can mend such grievous injuries more swiftly.

Name	Damage	Trauma
Acid Bath	5L/action	5
Blistering Heat/Numbing Cold	1B/hour	1
Bonfire	4L/action	3
Severe Sandstorm	1L/minute	2
Supernatural Ice Storm	2L/minute	2
The Silent Wind of Malffeas	6A/action	5L

(Str + Ath)	Lift (lbs.)	Sample Feat
1	80	Lift an anvil or suit of heavy armor.
2	160	Lift a full-grown man; break a wooden plank with a kick.
3	250	Punch a fist through a wooden door.
4	350	Lift a pony; carry a cotton bale on one shoulder; break a sword over one knee.
5	450	Lift a donkey; kick a wooden door to flinders.
6	550	Punch a fist through a heavy wooden door (i.e., oak)
7	650	Bend an iron bar with both hands.
8	800	Lift a horse; bend a horseshoe into a pretzel.
9	1,000	Pull a fully laden wagon.
10	1,200	Lift a camel.
11	1,400	Lift an unlocked portcullis; break down a brick wall over a half hour.
12	1,600	Kick a heavy wooden door to flinders; pull down a wooden bridge.
13	1,800	Lift a yeddim; punch a fist through an iron-shod door.
14	2,000	Snap iron manacles; rip a stone out of a castle wall.
15	2,200	Punch a fist through a stone wall; shatter an iron-shod door to flinders.
16	2,500	Lift a locked portcullis; smash any lock apart with a kick.
17	3,000	Punch a fist through a metal door; pull down heavy stone pillars.
18	3,500	Rip iron bars out of stone with one hand; tip over a loaded wagon.
19	4,000	Tear apart welded steel, such as the grating of a portcullis.
20	4,500	Lift a hippopotamus; punch a hole through a heavily armored fortress gate.

Name	Damage	Toxicity	Tolerance (Stamina + Resistance)/1 hour	Penalty	Resources
Alcohol	2B/1 hour	3M	—/—	-1	1-3
Arrow Frog Venom	8L	4	—/—	-4	3
Arsenic	2L/1 day	3	(Stamina)/1 month	-0	2
Coral Snake Venom	6L	3	—/—	-5	1
Marijuana	4*/hour	2M	—/—	-2	1
Yozì Venom	10A/minute	5L	—/—	-5	5 (when available at all)
* No actual damage.					

Sample Visibility Conditions

Condition	Clear Vision Ends	Murky Vision Ends
Bonfire*	10	20
Fog, Day	10	30
Fog, Night	0	3
Full Moon, City or Forest	0	3
Full Moon, Grass or Leafless Forest	25	50
Full Moon, Snowy Ground or Desert	50	100
Heavy Snow, Day	0	20
Heavy Snow, Night	0	0
No Moon, City or Forest	0	0
No Moon, Grass or Leafless Forest	0	3
No Moon, Snowy Ground or Desert	5	25
Torchlight*	3	5

* Indicates a light source that supplants visibility within its radius.

Control Rating	Examples	Threshold	Degree of Success
0	Automata, Artifact Vehicles, Undead	0	Adequate
1	Simhata (ridden by Exalted), Marukani Finest	1	Competent
2	Trained Warhorse	2	Superior
3	Horse, Mule, Yeddim, other conventional mounts	3	Remarkable
4	Wild/Unbroken Horse	4	Astonishing
5	Simhata (ridden by un-Exalted), Domesticated Claw Strider, other predators	5+	Phenomenal
6+	Tyrant Lizard, other super-predators		

Difficulty	Opposition/Example*
1	Adversary of roughly equal perceived strength (or an equivalently threatening group of lesser opponents)/other militia
2	Enemy of slightly superior combat strength (or equivalently dangerous band of weaker enemies)/veteran soldiers, barbarian warriors
3	Blatantly superior enemy or daunting numbers of weaker opponents/elite soldiers, undead, hobgoblins, Wyld mutants
4	Overwhelming superior opponent or equivalent/Dragon-Blooded, lesser demons and gods, Fair Folk cataphracts
5	Enemy seems invincible; fighting is suicide/Celestial Exalted, greater spirits
* Examples assume that an average mortal soldier faces the listed opponent.	

ACTION OPTIONS SUMMARY

Activate Charm/Combo/Power (Varies/Varies): Use a Charm, Charm Combo or other magical power. Rules depend on the effect used.

Aim (3/-1): Prepare an attack against a target, increasing Accuracy proportional to the time spent aiming.

Attack (Varies/-1): Assault a single target, either unarmed or using a weapon.

Dash (3/-2): Sprint at top speed.

Flurry (Varies/Varies): Take multiple actions in a quick cascade. May be attacks or miscellaneous actions.

Guard (3/None): Optimized defensive stance.

Inactive (5/Special): Do nothing. This action is not voluntarily, but it may be forced on a character through immobility or hostile magic.

Miscellaneous Action (5/Varies): Perform some task unrelated (or perhaps tangentially connected) to combat.

Move (0/None): Sprint short distance. Reflexive.

ORDER OF ATTACK EVENTS

1) Declaration of Attack: The attacker's player states that the character is attacking and what Charms (if any) he will activate to enhance the attack, excepting reroll effects. If the attack cannot be stopped by a particular mode of defense (dodge or parry), the attacker's player must include this information in the declaration.

2) Defender Declares Response: The defender's player decides how the character responds: A) Do nothing and accept the attack, generally resulting in severe injury, or B) Defend using best option of parry or dodge. The defender's player must declare the use of any defensive Charms not based on a reroll.

3) Attack Roll: The attacker's player rolls (Dexterity + the Ability that governs the method of attack used—Archery, Martial Arts, Melee or Thrown) at difficulty 1, subject to the usual order of modifiers.

4) Attack Reroll: Attackers with access to reroll effects or Charms such as Essence Resurgent may use them if the player does not like the attack roll results. No die may be rerolled multiple times, and the best result is final. Characters who have already used another Excellency Charm to augment their attack may not use Essence Resurgent. If a reroll and the original roll both result in failure, the attack misses.

5) Subtract External Penalties/Apply Special Defenses: Remove successes for any external penalties that apply to the attack roll, ending with the defender's DV. Roll the dice granted by stunts, Charms such as Essence Overwhelming and other transient dice bonuses, adding the successes to DV. Other defensive effects requiring a dice roll also occur during this step, except those involving a reroll. If no successes remain, the attack misses or the defender successfully deflects it.

6) Defense Reroll: Defenders with access to reroll Charms or like effects may use them if their DV is insufficient to completely stop the attack. In the case of Essence Resurgent, defenders can only use this Charm if they have not previously used another Excellency Charm to enhance DV against the attack.

7) Calculate Raw Damage: If the attack hits, it has a raw damage equal to its base damage (usually Strength + a fixed value for most weapons and unarmed attacks), plus a number of extra dice equal to the successes remaining after step 5. Effects modifying the raw damage of an attack apply accordingly.

8) Apply Hardness and Soak, Roll Damage: If the victim has a Hardness rating against the attack's damage type, compare the Hardness with the raw damage. If Hardness is equal or greater, the defense absorbs the attack without effect. Otherwise, the damage ignores the defender's Hardness. Next, remove the target's appropriate soak rating from the damage of the attack. If the post-soak damage is less than the attack's innate minimum damage (assume 1 unless otherwise listed) or the attacker's Essence, the raw damage has a final value equal to the greater of these two values. This cannot result in a greater raw damage than its original calculated value. Apply any effects that increase or decrease post-soak damage to the final value.

Roll dice equal to the final damage of the attack, applying successes as health levels of the appropriate type of damage to the defender. The Twilight Caste anima effect resolves during this step after damage is rolled but before it is applied.

9) Counterattacks: If the victim retaliates using a counterattack (most commonly obtained through use of Charms), apply steps 1-8 to that attack.

10) Apply Results: Any non-damage effects of the attack also occur at this stage, as does the damage and effects from any counterattack launched by the defender.

ORDER OF MODIFIERS

Many effects can modify a character's dice pool in **Exalted**, and most of these effects are cumulative with one another. Whenever a pool has multiple modifiers applying to it, refer to the following checklist to avoid confusion:

Step 1: Apply Non-Magical Bonuses: Add dice granted by stunts, specialties, equipment, Virtue channeling and anything else that applies.

Step 2: Apply Non-Magical Penalties: Subtract dice for any internal penalties that apply. If the character has Essence 2+, note the total value of (wound penalties + multiple action penalties) for use in Step 5. This may reduce a pool to zero or even negative dice.

Step 3: Apply Magical Bonuses: Add dice granted by Charms (such as Essence Overwhelming) or spells.

Step 4: Apply Magical Penalties: Subtract dice removed by Charms or spells, such as the entropic magic of the Abyssal Exalted. This may reduce a pool to zero or even negative dice. If the character has Essence 1, use this pool.

Step 5: Determine Minimum Dice: If the character has Essence 2+ and the modified pool is less than her Essence rating, the pool has a value of (Essence – the sum of wound penalties and multiple action penalties). This value cannot exceed the original unmodified pool, but it may be zero or negative.

Step 6: Apply Bonus Successes: Add any successes gained from Charms, Willpower expenditure or other sources. If no such effects apply and the character has zero or negative dice remaining, the roll automatically fails.

ANIMA DISPLAY

Motes of Peripheral Essence	Effect
1–3	The character's caste mark glitters and is visible from certain angles. The player of anyone seeing the Exalt may make a (Perception + Awareness) roll at standard difficulty for his character to notice the caste mark. The Solar can use the Stealth Ability normally and may still hide behind Stealth Charms and other concealing magic without fear of detection. This effect can persist for as long as an hour after the character has ceased to burn Essence.
4–7	The character's caste mark burns and will shine through anything placed over it. It is impossible to mistake the character for anything but what she is. Stealth Charms and other such magic, including the Night Caste's ability to mute sensory impressions, fail. A character may use the Stealth Ability to hide in natural cover, but all such attempts incur a +2 difficulty.
8–10	The character is surrounded by a coruscant aura bright enough to read by, and her caste mark is a burning golden brand on her forehead. Stealth is impossible.
11–15	The character is engulfed in a brilliant bonfire of Essence, which burns from her feet to at least a foot above her head. Objects that come in contact with the aura may be left bleached or faded, as if they had been exposed to the sun for many days. The character is visible for miles. The light produced is bright and steady enough to read by, out to a spearcast's distance. For minutes afterward, the character's caste mark will remain etched in the vision of anyone who sees it.
16+	The character is surmounted or surrounded by a burning image totemic to her person. A warrior might be surrounded by a great golden bull, a Twilight Caste magician by an incredibly elaborate mandala, and so on. This effect fades during any action the character does not spend Essence, but it leaps back into existence from the solar bonfire of the character's anima if the character again burns Peripheral Essence.

OBJECT STRENGTHS

Sample Object	Soak (L/B)	Health Levels (Damaged/Destroyed)
House Door	1/3	3/10
Oak Door	3/5	10/20
Fortress Gate	8/10	20/40
Wood Wall	3/5	8/12
Brick Wall	6/10	24/40
Stone Wall	12/18	40/80
Wood Statue	2/4	3/16
Stone Statue	4/8	4/28
Iron Statue	6/12	6/50

HAND-TO-HAND WEAPONS

Name	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Axe/Hatchet	5	+1	+5L	-2	2	Str ••	•	T
Cestus	5	+0	+3B	+2	3	Str •	•	M
Chopping Sword	4	+1	+5L/2	-1	2	Str ••	••	O
Clinch	6	+0	+0B	–	1	Str •	–	C, N, P
Club/Cudgel/Baton	5	+1	+6B	+0	2	Str •	–	T
Fighting Chain	5	-1	+6B	+2	2	Str ••, Dex ••••, Mrt ••••	1	M, R
(clinch)	6	-1	+4B	–	1	Str ••, Dex ••••, Mrt ••••	1	C, M, P, R
Fighting Gauntlet	5	+0	+5B	+2	2	Str ••	••	M
(clinch)	6	-1	+3B	–	1	Str ••	••	C, M, P
Great Axe/Scythe	6	+1	+7L/2	-2	2	Str •••	•	2, O, R
Great Sword	6	+1	+7L/2	-1	2	Str •••	••	2, O, R
Hook Sword	5	+0	+3L	+3	3	Str •, Dex •••, Mrt •••	•••	D, M
Iron Boot	5	+0	+6B	-3	2	Str ••, Dex ••	••	M
Javelin	4	+1	+3L	+1	2	Str •	••	T
Khatar	5	+0	+2L	+3	3	Str •	••	M
Kick	5	+0	+3B	-2	2	Str •, Dex ••	–	N
Knife	5	+1	+2L	+0	3	Str •	–	T
Lance	6	-1	+5L/+10L	-3	1	Str •••	•	L, R
Mace/Hammer	5	+1	+8B/2	+1	2	Str ••	•	O, P
Poleaxe	6	+0	+7L/2	+0	2	Str ••	••	2, O, R
Punch	5	+1	+0B	+2	3	Str •	–	N
Razor Harness	6	-1	+3L	–	1	Str •	•••	C, P
Sai	5	+0	+2L	+2	3	Str •, Dex •••, Mrt •••	••	D, M
Seven-Section Staff	5	-2	+7B	+3	2	Str •, Dex ••••, Mrt ••••	••	M
Short Spear	5	+2	+4L	+1	2	Str •	•	R
Short Sword	4	+2	+3L	+1	2	Str •	•	–
Slashing Sword	4	+1	+3L	+0	3	Str ••	••	–
Sledge/Tetsubo	6	-1	+12B/4	-3	1	Str ••••	••	2, O, P, R
Spear	5	+1	+4L/7L	+2	2	Str ••	•	2, L, R
Staff	6	+2	+7B	+2	2	Str ••	–	2, R
Straight Sword	4	+2	+3L	+1	2	Str ••	••	–
Tiger Claws	5	+2	+3L	+0	3	Str •	••	M
Whip	5	+1	+1B	+0	2	Str •, Dex •••	•	D, R
(clinch)	6	+2	+1B	–	1	Str •, Dex •••	•	C, D, R
Wind-Fire Wheel/War Fan	5	+2	+1L	+2	3	Str •, Dex •••, Mrt •••	2	M

THROWN WEAPONS

Name	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Axe/Hatchet	5	+0	+3L	2	10	Str ••	•	*
Chakram/Shuriken	4	+0	+1L	3	20	Str •	•	–
Club/Cudgel/Baton	5	+0	+3B	2	10	Str •	–	*
Javelin	4	+1	+3L	2	30	Str •	••	*, P
Knife	5	+0	+2L	3	15	Str •	–	*
Needle	5	-1	1L	3	10	–	•	P
Sling	5	-1	+2L	1	100	Str •	•	–
War Boomerang	5	+0	+3L	2	20	Str •	•	–

* May also be used in close combat using the statistics above.

ARCHERY WEAPONS

Name	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost*	Tags
Composite Bow	6	+0	–	3	250	•••••	•••/–	2, B
Crossbow	5	+0	5L	1	125	–	**	2, B, S
Firewand	5	+1	12L	1	10	–	•••/•	2, F, S
Flame Piece	5	+0	8L	1***	8	–	••/•	F, S
Long Bow	6	+1	–	3	200	••••	••/–	2, B
Self Bow	6	+0	–	2	150	•••	•/–	2, B

* Cost after slash is for ammunition.

** Crossbows are available only in the Haslanti League for a cost of ••.

*** Rate 2 if wielding a loaded flame piece in each hand.

Accuracy: This value is added to or subtracted from the character's (Dexterity + Ability) total when rolling for attacks using the weapon.

Cost: This is the minimum Resources value necessary to purchase the weapon.

Damage: This value is added to the character's (Strength + extra successes) to determine damage when she attacks with the weapon. If the number is followed by a B, then the weapon causes bashing damage, while a L indicates lethal damage and an A represents aggravated damage.

Defense: This value is added to the character's (Dexterity + Ability) total when she parries with the weapon.

Max Strength: Bows must be built to the Strength of their user or less. This rating is the maximum Strength that the weapon can have.

Minimums: The minimum number of dots in specific Attributes or Abilities required to wield the weapon effectively. The information is presented as a letter or letters followed by a number. The letter indicates the Attribute or Ability required. Str stands for Strength, Dex for Dexterity and Mrt for Martial Arts. The number of dots required is the minimum value the character must have to wield the weapon without penalty. For each dot the character is missing from any minimum, she subtracts one from the Accuracy of the weapon, and adds one to its Speed (to a maximum total of Speed rating 6). This penalty can cause a weapon's Accuracy to become negative and can worsen already negative values.

Name: The name of the weapon

Range: The Range interval of the weapon in yards. Thrown weapons can be hurled or fired out to their range without penalty. They can be thrown or fired out to up to twice their range with a -1 external penalty and can reach up to three times their range at a -2 external penalty.

Rate: The maximum number of attacks the weapon can make in a single flurry.

Speed: The Speed rating of the weapon.

Tags: Special rules that apply to the weapon. See the Tag Key.

2 = Two-Handed
B = Bow Type

C = Clinch Enhancer

D = Disarming

F = Flame Type

L = Lance Type

M = Martial Arts

N = Natural

O = Overwhelming

P = Piercing

R = Reach

S = Single Shot

T = Thrown

TAG KEY

Requires both hands to wield.
Damage based on or modified by ammunition type used.
Must be used for clinching wielded through Martial Arts.
Adds additional +2 Accuracy when used to disarm an opponent.
Does not add Strength to damage; listed Range is the farthest the flame jet reaches.
Increases damage to second Damage value when charging or bracing against a charging opponent.
May be wielded with Martial Arts or Melee.
Part of the body; not subject to disarming. Must be wielded with Martial Arts. Can parry only bashing attacks without aid of a stunt or magic.
Damage after the slash is the innate minimum Damage of the weapon rather than the usual one die.
Inflicts piercing damage, halving the target's armored soak (rounded down).
Can attack mounted targets or those at higher elevation without penalty.
Characters must use a miscellaneous action to reload the weapon after every shot.
This weapon can also be thrown. See the thrown weapons table for statistics.

ARMOR

Name	Soak	Mobility	Fatigue	Cost	Tags
<i>Light</i>					
Breastplate	+4L/2B	-1	1	••	*
Buff Jacket	+3L/4B	-1	2	•	
Chain Shirt	+3L/1B	-0	1	••	**
<i>Medium</i>					
Chain Hauberk	+6L/7B	-3	2	•••	
Lamellar	+6L/8B	-2	1	•••	*
Reinforced Buff Jacket	+5L/8B	-2	2	•• to •••	
<i>Heavy</i>					
Articulated Plate	+9L/9B	-3	2	••••	
Plate-and-Chain	+8L/10B	-4	3	•••	
Reinforced Breastplate	+7L/6B	-2	1	••••	
<i>Superheavy</i>					
Chain Swathing	+11L/14B	-6	5	••••	
Superheavy Plate	+12L/12B	-4	3	•••••	

* May be concealed under heavy jacket or cloak.
** May be concealed under normal clothes.

Classification: The weight category of armor: light, medium, heavy or superheavy.

Name: The name of the armor type.

Soak: The lethal and bashing soaks of the armor.

Mobility: The penalty subtracted from all rolls requiring agility or balance while wearing the armor.

Fatigue: The difficulty of the armor type's fatigue roll.

Cost: This is the minimum Resources value necessary to purchase the armor.

Tags: Special rules that apply to the armor.

SHIELDS AND COVER DV BONUSES

Type	Hand-to-Hand Cover	Ranged Cover
Buckler	+1	None
Target Shield	+1	+1
Tower Shield	+1	+2
25% Hard Cover (Shoulder and leg protected)	None	+1
50% Hard Cover (Half body protected)	+1	+2
75% Hard Cover (All but shoulder, arm and face protected)	+1	+3
90% Hard Cover (All but eyes protected)	+2	+4

DEFENSE VALUE MODIFIERS

Situation	Modifier
Taking Actions	-(Varies)
Wound Penalties	-(1-4)
Wearing Armor*	-(Varies)*
Onslaught Penalty	-1 per successful attack**
Unstable Terrain	-(1-3)
Shield	+(Defense)
Steps/Gentle Slope/Mounted	+1***
Steep Slope/Riding in Howdah	+2***
Too Steep to Climb Without Hands/Scaling Ladder	+3***

* Reduces only Dodge DV.
** Applies only against a single attacker, unless a group makes a coordinated attack.
*** Height modifier applies in close combat only and may be negated by attacks with long weapons. Apply as a DV penalty to characters with lower height in the designated situation.

HEALING

Bashing: Bashing damage heals relatively quickly—one level per 12 hours of rest for mortals or one level per three hours of rest for Exalts and beings of similar resilience.

Lethal: Levels of lethal damage take a variable amount of time to heal based upon their associated wound penalty: -0 (one day of rest or two days of normal activity for mortals; six hours of rest or 12 hours of activity for Exalted), -1 (one week of rest or two weeks of normal activity for mortals; two days of rest or four of normal activity for Exalted), -2 (two weeks of rest or four weeks of normal activity for mortals; four days of rest or eight of normal activity for Exalted), -4 and Incapacitated (one month of rest for mortals, cannot heal without rest; one week of rest or two weeks of normal activity for Exalted, though even an Exalt won't be able to do anything but rest if he's lying on death's door at Incapacitated).

Aggravated: This type of injury heals naturally at the same rate as lethal damage, but only the strongest healing magic can mend such grievous injuries more swiftly.

REGAINING ESSENCE

Once spent, an Exalt's motes return to him only gradually. Therefore, an Exalt has to shepherd his mystical energies carefully, lest he find himself powerless when he's beset by enemies. An Exalt cannot recover any motes if he engages in strenuous activity (combat, most forms of manual labor, hikes or forced marches and so on). If he's at ease, but not completely relaxed (such as when watching an artistic performance, taking a leisurely stroll or debating with a Realm courtier), he recovers spent motes at the rate of four per hour. When he's completely relaxed (for example, sleeping or receiving a massage), he recovers motes at the rate of eight per hour. Characters first regenerate their Personal Essence, regaining motes of their Peripheral Essence only when their Personal Essence pool is full.

In addition, characters who are attuned to manes recover their Essence more quickly, as do those carrying hearthstones or with active cults. See the Manse and Cult Backgrounds for these bonus values.

Players' characters are presumed to begin the game with a full pool of motes.

ENVIRONMENTAL EFFECTS

Name	Damage	Trauma
Acid Bath	5L/action	5
Blistering Heat/Numbing Cold	1B/hour	1
Bonfire	4L/action	3
Severe Sandstorm	1L/minute	2
Supernatural Ice Storm	2L/minute	2
The Silent Wind of Malfeas	6A/action	5L

FEATS OF STRENGTH

(Str + Ath)	Lift (lbs.)	Sample Feat
1	80	Lift an anvil or suit of heavy armor.
2	160	Lift a full-grown man; break a wooden plank with a kick.
3	250	Punch a fist through a wooden door.
4	350	Lift a pony; carry a cotton bale on one shoulder; break a sword over one knee.
5	450	Lift a donkey; kick a wooden door to flinders.
6	550	Punch a fist through a heavy wooden door (i.e., oak)
7	650	Bend an iron bar with both hands.
8	800	Lift a horse; bend a horseshoe into a pretzel.
9	1,000	Pull a fully laden wagon.
10	1,200	Lift a camel.
11	1,400	Lift an unlocked portcullis; break down a brick wall over a half hour.
12	1,600	Kick a heavy wooden door to flinders; pull down a wooden bridge.
13	1,800	Lift a yeddim; punch a fist through an iron-shod door.
14	2,000	Snap iron manacles; rip a stone out of a castle wall.
15	2,200	Punch a fist through a stone wall; shatter an iron-shod door to flinders.
16	2,500	Lift a locked portcullis; smash any lock apart with a kick.
17	3,000	Punch a fist through a metal door; pull down heavy stone pillars.
18	3,500	Rip iron bars out of stone with one hand; tip over a loaded wagon.
19	4,000	Tear apart welded steel, such as the grating of a portcullis.
20	4,500	Lift a hippopotamus; punch a hole through a heavily armored fortress gate.



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POISONS

Name	Damage	Toxicity	Tolerance	Penalty	Resources
Alcohol	2B/1 hour	3M	(Stamina + Resistance)/1 hour	-1	1-3
Arrow Frog Venom	8L	4	—/—	-4	3
Arsenic	2L/1 day	3	(Stamina)/1 month	-0	2
Coral Snake Venom	6L	3	—/—	-5	1
Marijuana	4*/hour	2M	—/—	-2	1
Yozi Venom	10A/minute	5L	—/—	-5	5 (when available at all)

* No actual damage.

SAMPLE VISIBILITY CONDITIONS

Condition	Clear Vision Ends	Murky Vision Ends
Bonfire*	10	20
Fog, Day	10	30
Fog, Night	0	3
Full Moon, City or Forest	0	3
Full Moon, Grass or Leafless Forest	25	50
Full Moon, Snowy Ground or Desert	50	100
Heavy Snow, Day	0	20
Heavy Snow, Night	0	0
No Moon, City or Forest	0	0
No Moon, Grass or Leafless Forest	0	3
No Moon, Snowy Ground or Desert	5	25
Torchlight*	3	5

* Indicates a light source that supplants visibility within its radius.

DIFFICULTY

Difficulty Rating	Degree of Difficulty
1	Standard
2	Difficult
3	Challenging
4	Nearly Impossible
5+	Legendary

MOUNT CONTROL RATING

Control Rating	Examples
0	Automata, Artifact Vehicles, Undead
1	Simhata (ridden by Exalted), Marukani Finest
2	Trained Warhorse
3	Horse, Mule, Yeddim, other conventional mounts
4	Wild/Unbroken Horse
5	Simhata (ridden by un-Exalted), Domesticated Claw Strider, other predators
6+	Tyrant Lizard, other super-predators

SUCCESS

Threshold	Degree of Success
0	Adequate
1	Competent
2	Superior
3	Remarkable
4	Astonishing
5+	Phenomenal

MORALE

Difficulty	Opposition/Example*
1	Adversary of roughly equal perceived strength (or an equivalently threatening group of lesser opponents)/other militia
2	Enemy of slightly superior combat strength (or equivalently dangerous band of weaker enemies)/veteran soldiers, barbarian warriors
3	Blatantly superior enemy or daunting numbers of weaker opponents/elite soldiers, undead, hobgoblins, Wyld mutants
4	Overwhelming superior opponent or equivalent/Dragon-Blooded, lesser demons and gods, Fair Folk cataphracts
5	Enemy seems invincible; fighting is suicide/Celestial Exalted, greater spirits

* Examples assume that an average mortal soldier faces the listed opponent.