EXALTED
THIRD EDITION

NAME: Kuja Nera / Tomazri
PLAYER: Chibi / Joffrey
CASTE: Zénith / Water DB
CONCEPT: Anathema Dynast Captain
ANIMA: White Lion
SUPERNAL ABILITY: Lore

ATTRIBUTES

STRENGTH	●●●●O	CHARISMA	●●●●O	PERCEPTION	●●OOO
DEXTERITY	●●●●O	MANIPULATION	●●●OO	INTELLIGENCE	●●●OO
STAMINA	●●●OO	APPEARANCE	●●●OO	WITS	●●●OO

ABILITIES

EX	C/F		
☐	☐	ARCHERY	●●OOO
☑	■	ATHLETICS	●●●OO
☐	☐	AWARENESS	●●●●O
☐	☐	BRAWL	●●OOO
☑	■	BUREAUCRACY	●●OOO
☐	☐	CRAFT	OOOOO
☑	■	DODGE	●●●●O
☑	■	INTEGRITY	●●●●●
☑	☐	INVESTIGATION	●●●OO
☑	☐	LARCENY	●●●●●
☐	☐	LINGUISTICS	●●OOO
☑	■	LORE	●●●●●
☑	■	MARTIAL ARTS	●●●●●
☐	☐	MEDICINE	OOOOO
☑	■	MELEE	●●●●O
☐	☐	OCCULT	OOOOO
☑	■	PERFORMANCE	●●●●●
☑	■	PRESENCE	●●●●●
☑	☐	RESISTANCE	●●●OO
☑	☐	RIDE	●●OOO
☐	☐	SAIL	●●OOO
☐	☐	SOCIALIZE	●●●OO
☐	☐	STEALTH	OOOOO
☐	☐	SURVIVAL	OOOOO
☐	☐	THROWN	OOOOO
☑	■	WAR	●●●OO

ADDITIONAL ABILITIES

☐	☐	OOOOO
☐	☐	OOOOO
☐	☐	OOOOO
☐	☐	OOOOO
☐	☐	OOOOO
☐	☐	OOOOO

SPECIALIZATIONS

- Melee : Daiklave fight
- Dodge : Against bow's arrows
- Presence : Rally actions
- Performance : Battle speech
- Lore: Warstrider
- Athletics : Warstrider

MERITS

Martial Artist: Steel Devil Style	●●●●O
Martial Artist: SPSitV Style	●●●●O
Languages	●●●●●
Contacts (40th Legion)	●●●OO
Ambidextry	●OOOO
	OOOOO
	OOOOO
Flaw: Hidden Identity (Ledaal Ikar)	●●●OO

WILLPOWER

●●●●●OOOOO
☐☐☐☐☐☐☐☐☐☐

LIMIT BREAK

☐☐☐☐☐☐☐☐☐☐

ESSENCE

●●●●O

PERSONAL	22	22
PERIPHERAL	54	54
COMMITTED	0	

LIMIT TRIGGER

When he can't fight others who declare themselves openly against the Empire.

EXPERIENCE

CURRENT: 8 TOTAL: 245

SOLAR EXPERIENCE

CURRENT: 0 TOTAL: 30

WEAPONS

WEAPON NAME	ACC	DMG	DEF	OVW	TAGS	DICE POOL
Light Artefact	5	10	0	3		
Medium Artefact	3	12	1	4		
Heavy Artefact	1	14	0	5		
Unarmed	+4	+7	0	1	Bashing, Brawl, Grappling, Natural	9

HEALTH & DEFENSE

ARMOR	SOAK	HARD	MP	TAGS

NATURAL SOAK: 3
FINAL SOAK: 3

PARRY: 5
EVASION: 3
RUSH: 7
RESOLVE: 4
GUILE: 3
DISENGAGE: 8
JOIN BATTLE: 3 succ + 7

HEALTH LEVELS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒

-0 -1 -1 -1 -2 -2 -2 -2 -4 Inc

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ([Dexterity + (Combat Ability] / 2, round up) + weapon's defense • Evasion: ([Dexterity + Dodge] / 2, round up) - armor's mobility penalty • Rush: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = ([Wits + Integrity + specialty] / 2, round up) • Guile = ([Manipulation + Socialize + specialty] / 2, round up) • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.

Intimacies

Intimacy	Intensity	Intimacy	Intensity
Tie : Self-declared ennemies of the Empire (hostile)	Defining		
Tie: Immaculate Order (admiration)	Major		
Tie: Military (respect)	Minor		
Tie: Family (honor)	Minor		
Tie : Samsara Deva Sutra (Love)	Minor		
Tie : Fenris HellDog (Friendship)	Minor		
Tie : Malakh (Friendship)	Minor		

Charms

Name	Type	Duration	Cost	Book	Page#	Effect
Watchman's Infallible Eye	Reflexive	Instant	-	Core, Inv	311	Instinctively activates investigation
Flawlessly Impenetrable Disguise	Simple	Until Sleep	6m	Core, Lar	317	Supernatural Disguise
Perfect Mirror	Permanent	Permanent	5m,1wp	Core, Lar	319	Impersonate a specific person
Harmonious Academic Methodology	Permanent	Permanent	-	Core, Lore	330	+(Ess.) auto succ to a lore with spec. roll
Masterful Performance Exercise	Supplemental	Instant	2m	Core, Per	361	Boosts performance based action
Respect Commanding Attitude	Supplemental	One Perf Act	5m	Core, Per	362	Takes full attention
Impassionned Orator Technique	Supplemental	Instant	1m	Core, Per	364	Boosts performance based action
Fury Inciting Speech	Simple	Instant	5m, 1wp	Core, Per	364	Inspire crowd
Listener-Swaying Argument	Supplemental	Instant	3m	Core, Pre	369	Boosts presence action
Harmonious Presence Meditation	Reflexive	One Scene	5/7m	Core, Pre	369	Boosts social influence
Excellent Friend Approach	Permanent	Permanent	-	Core, Pre	370	Inspires devotion
Ox-body Technique	Permanent	Permanent	-	Core, Res	375	+ (-1) + (-2) + (-2) life levels
Excellent Strike	Supplemental	Instant	3m	Core, Mel	346	Boosts melee strike
One Weapon Two Blows	Reflexive	Instant	3m	Core, Mel	346	Extra attack
Peony Blossom Technique	Reflexive	Instant	1m/1wp/3a	Core, Mel	346	Additional attack
Fire and Stones Strike	Supplemental	Instant	1m	Core, Mel	346	Increase damage
Call the Blade	Reflexive	Instant	1m	Core, Mel	347	Attracts own weapon to hand
Summoning Loyal Steel	Simple	Indefinite	1m	Core, Mel	347	Stores weapon to Elsewhere
Glorious Solar Saber	Simple	One Scene	5m, 1wp	Core, Mel	350	Creates Essence Daiklave
Master Horseman Techniques	Permanent	Permanent	-	Core, Ride	380	Abilities 1,2,3,5,6
Sun King Radiance	Permanent	Permanent	-	Core, Integ	308	Instills Respect Intimacy
Energy Restoration Prana	Reflexive	Instant	-	Core, Integ	306	+1 wp , 20 motes , 1x/day

Inventory

Martial Arts Charms : see Kuja_Nera_Martial_Arts_Charms.pdf

Languages: High Realm, Sea Tongue, Old Realm, Flame Tongue
Low Realm, Dragon Tongue