EXALTED
THIRD EDITION

NAME: Malakh Mokrad (Ragara Fosen)
PLAYER: Dorian
CASTE: Dawn (Earth DB)
CONCEPT: Mercenary
ANIMA: Huge Charging Bull
SUPERNAL ABILITY: Resistance

ATTRIBUTES

STRENGTH	●●●●●	CHARISMA	●●●○○	PERCEPTION	●●●○○
DEXTERITY	●●●●●	MANIPULATION	●●○○○	INTELLIGENCE	●●○○○
STAMINA	●●●●●	APPEARANCE	●●●○○	WITS	●●●●●

ABILITIES

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

ADDITIONAL ABILITIES

☐	☐	○○○○○
☐	☐	○○○○○
☐	☐	○○○○○
☐	☐	○○○○○
☐	☐	○○○○○
☐	☐	○○○○○

SPECIALIZATIONS

- Awareness : Join Battle
- Melee : Duels
- Presence : Intimidate
- Resistance : Resist heat
- Lore: Warstrider
- Athletics : Warstrider

MERITS

Giant	●●●●○
Mighty Thew	●●●○○
Artifact (Orichalcum Armor)	●●●●○
Artifact : Stormcaller (AoC, p.88)	●●●●●
Languages	●●○○○
Pain Tolerance	●●●●○
Artifact : White Jade Articulated Plate	○○○○○
Artifact : White Jade Reaver Daiklave	○○○○○

WILLPOWER

●●●●●●○○○○
☐☐☐☐☐☐☐☐☐☐

LIMIT BREAK

■■■☐☐☐☐☐☐☐

ESSENCE

●●●●○

PERSONAL	22	22
PERIPHERAL	43	54
COMMITTED	5 + 6	

LIMIT TRIGGER

Allies suffer a setback or are defeated because of a mistake he made.

EXPERIENCE

CURRENT: 4 TOTAL: 245

SOLAR EXPERIENCE

CURRENT: 0 TOTAL: 30

WEAPONS

WEAPON NAME	ACC	DMG	DEF	OVW	TAGS	DICE POOL
Reaver Daiklave	3	12	+1	4	Lethal Melee	13 +1
(White Jade)					Chopping, Att.5	
Armored Fist	4	7	0	1	Bashing, Brawl	13+1
					Smashing, Worn	
Staff	2	9	+ 1	1	Bashing, Melee	12+1

HEALTH & DEFENSE

ARMOR	SOAK	HARD	MP	TAGS
Orichalcum Heavy Plate	11	10	-2	Att.6
White Jade Art. Plate	11	10	-2	Att.6

NATURAL SOAK: 5
FINAL SOAK: 16

PARRY: 6
EVASION: 3
RUSH: 9
RESOLVE: 4
GUILE: 2
DISENGAGE: 5
JOIN BATTLE: 11 (+3 succ.)

HEALTH LEVELS

☐ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

-0 -0 -0 -0 -0 -0 -0 -1 -1 -1 -1 -1 -1 -1 -2 -2 -2 -2 -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
Principle : If violence didn't solve the issue, you didn't use enough violence	Defining		
Principle: Find worthy opponents & allies	Major		
Tie : Artifact crafters (admiration)	Minor		
Tie : Undisciplined People (contempt)	Minor		
Tie : City of Gem (disgust)	Minor		
Tie : Wyld creatures (hatred & fear)	Minor		
Tie : City of Origin (protective)	Minor		

Charms

Name	Type	Duration	Cost	Book	Page#	Effect
Ox-Body Technique x 5	Permanent	Permanent	-	Core, Res.	375	+ (-0)(-1)(-2) HL x5
Body-Mending Meditation	Simple	Instant	10m	Core, Res.	375	((Sta+Res) success x Ess) factor boost to heal
Front-line Warrior Stamina	Simple	Instant	4m	Core, Res.	376	1x/day, +12 dice to Initiative
Durability Of Oak Meditation	Reflexive	One Tick	3m	Core, Res.	374	Dam -2 vs Wither/Decisive attack, +4 Hardness vs Decisive
Spirit Strengthens the Skin	Reflexive	Instant	1m/die	Core, Res.	374	- (cost) damage vs Withering attack
Iron Skin Concentration	Reflexive	Instant/Indef.	2m/6m	Core, Res.	374	+Sta vs Withering, +Sta HL vs Decisive
Iron Kettle Body	Reflexive	One turn	6m	Core, Res.	376	Post-Soak Withering damage halved
Diamond-Body Prana	Simple	One Scene	5m	Core, Res.	376	+ (Sta+Res) succ. to Soak vs Wither.
Adamant Skin Technique	Reflexive	Instant	8m	Core, Res.	377	Full (Sta + Arm Soak) vs Decisive Attack
Ruin-Abashing Shrug	Reflexive	Instant	4m	Core, Res.	378	1x/scene, reroll success damage
Fortress Body Discipline	Reflexive	One Scene	3m, 1wp	MotSE, Res	28	+ Ess. to Soak
Whirlwind Armor-Donning Prana	Simple	Instant	2m	Core, Res	376	Reduces time to don/remove armor
Hauberk-Summoning Gesture	Reflexive	Instant	3m	Core, Res	377	Calls Armor From Elsewhere
Excellent Strike	Supplemental	Instant	3m	Core, Melee	346	+1 success, all 1s are re-rolled
One Weapon, Two Blows	Reflexive	Instant	3m	Core, Melee	346	After withering, 2nd attack
Call the Blade	Reflexive	Instant	1m	Core, Melee	347	Summons own weapon in short range
Summoning the Loyal Steel	Simple	Indefinite	1m	Core, Melee	347	Retrieve weapon from Elsewhere
Glorious Solar Saber	Simple	One Scene	5m, 1wp	Core, Melee	350	Creates Essence Daiklave
Monkey Leap Technique	Instant	Supplemental	2m	Core, Athl.	261	Leap 1 range horizont. or vertically
Thunderclasp Rush Attack	Reflexive	Instant	3m	Core, Brawl	275	Move 1 range band for First Strike
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

Inventory

Languages: Flame Tongue, High Realm, Low Realm