EXALTED
THIRD EDITION

NAME: Yukito (Ledaal Karys)
PLAYER: Matthieu
CASTE: Twilight (Air DB)
CONCEPT: Alchemist Blacksmith
ANIMA: Mechanical Gearing
SUPERNAL ABILITY: Craft

ATTRIBUTES

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

ABILITIES

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

ADDITIONAL ABILITIES

☑	☑	Craft : Weapon Smithing ●●●●●
☑	☑	Craft : Armor Smithing ●●●●●
☑	☑	Craft : Gem Cutting ●●●●●
☑	☑	Craft : Geomancy ●●●●●
☑	☑	Craft : First Age Artifice ●●●●●
☑	☑	Craft : Cooking ●●●●●

SPECIALIZATIONS

- Craft : Metal smithing
- Lore : First Age technology
- Occult : Artifacts
- Bureaucracy : Sell crafted goods & services
- Athletics : Warstriders
- Lore : Warstriders

MERITS

Eidetic Memory	●●OOO
Languages	●●●●O
Resources	●●●OO
Influence	●OOOO
Contacts (40ème Légion)	●●●OO
	OOOOO
Artefact : Blue Jade Lamellar Armor	OOOOO
Artefact : Blue Jade Reaper Daiklave	OOOOO

WILLPOWER

●●●●●OOOOO
☐☐☐☐☐☐☐☐☐☐

LIMIT BREAK

■■■☐☐☐☐☐☐☐

ESSENCE

●●●●O

PERSONAL		22
PERIPHERAL	44	54
COMMITTED	5 + 5	

LIMIT TRIGGER

When an artefact or a Superior Working gets damaged or destroyed.

EXPERIENCE

CURRENT: 7 TOTAL: 245

SOLAR EXPERIENCE

CURRENT: TOTAL: 30

WEAPONS

WEAPON NAME	ACC	DMG	DEF	OVW	TAGS	DICE POOL
Blue Jade Reaper Daiklave	+3	+12	+1	4 (5)	Lethal, Melee, Balanced	12
					Att. 5	

HEALTH & DEFENSE

ARMOR	SOAK	HARD	MP	TAGS
Blue Jade Lamellar Armor	+8	7	-1	Att. 5

NATURAL SOAK: 3
FINAL SOAK: 8

PARRY: 6
EVASION: 1
RUSH: 7
RESOLVE: 3
GUILE: 3
DISENGAGE: 4
JOIN BATTLE: 4 + 3 succ.

HEALTH LEVELS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

-0 -1 -1 -1 -1 -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 : Craft is the best way to save Creation	Defining		
Principle : Retrieve lost knowledge	Major		
Tie : Treasure Hunters (admiration)	Minor		
Tie : Wyld-tainted Barbarians (fear)	Minor		
Tie : Kura Nera (friendship)	Minor		
Tie : Samsara (friendship)	Minor		
Tie : Fenris (friendship)	Minor		
Tie : Malakh (friendship)	Minor		

Charms

Name	Type	Duration	Cost	Book	Page#	Effect
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
Terrestrial Circle Sorcery	Permanent	Permanent	0	Core, Occ	360	Access to terrestrial spells
Celestial Circle Sorcery	Permanent	Permanent	0	Core, Occ	361	Access to celestial spells
Ox-Body Technique x 2	Permanent	Permanent	-	Core, Res.	375	+ (-1)(-2)(-2) HL x 2

Inventory

Exceptional Quality equipement : +1 to all rolls using it

Spells: Summon 1st Circle Demon, Summon Elemental, Cirrus Skiff, Summon 2nd Circle Demon, Travel without Distance

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

Craft charms on separate page