Stark

Concept: _____ Caste: Twilight

Motivation: Wants to see ascension of all humans to godlike status. Immortality and perfection for all people. On Earth a

Age: 0 Sex: _____ Hair Color: _____ Skin Tone: _____ Eye Color: _____

Totemic Anima: _____

Essence

● ● ● ● ○ ○ ○ ○ ○ ○

Personal Pool   17 (17) Total / ___ Available

Peripheral Pool 42 (42) Total / ___ Available

Attributes

Strength	●●●○○ ○○○○○
Dexterity	●●●●○ ○○○○○
Stamina	●○○○○ ○○○○○
Charisma	●●○○○ ○○○○○
Manipulation	●○○○○ ○○○○○
Appearance	●●●●○ ○○○○○
Perception	●●●○○ ○○○○○
Intelligence	●●●●○ ○○○○○
Wits	●●●○○ ○○○○○

Virtues

Compassion ● ○ ○ ○ ○   ☐ ☐ ☐ ☐ ☐

Temperance ● ● ● ○ ○   ☐ ☐ ☐ ☐ ☐

Conviction ● ● ● ● ○   ☐ ☐ ☐ ☐ ☐

Valor ● ○ ○ ○ ○   ☐ ☐ ☐ ☐ ☐

Virtue Flaw

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Heart of Flint: Character is frustrated by the intemperate or childish nature of the world around him.

Anima

- Cause Caste Mark to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know the precise time of day (1 mote)
- _____

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn
☐ Archery	○○○○○ ○○○○○ 1 2 3
■ Martial Arts	●●●●● ○○○○○ 1 2 3
☐ Melee	○○○○○ ○○○○○ 1 2 3
☐ Thrown	○○○○○ ○○○○○ 1 2 3
■ War	●○○○○ ○○○○○ 1 2 3

Zenith
■ Integrity	●●○○○ ○○○○○ 1 2 3
☐ Performance	○○○○○ ○○○○○ 1 2 3
☐ Presence	○○○○○ ○○○○○ 1 2 3
■ Resistance	●○○○○ ○○○○○ 1 2 3
☐ Survival	○○○○○ ○○○○○ 1 2 3

Twilight
■ Craft	●●●●● ○○○○○ 1 2 3
■ Investigation	○○○○○ ○○○○○ 1 2 3
■ Lore	●●●○○ ○○○○○ 1 2 3
■ Medicine	○○○○○ ○○○○○ 1 2 3
■ Occult	○○○○○ ○○○○○ 1 2 3

Night
+ ☐ Athletics	○○○○○ ○○○○○ 1 2 3
■ Awareness	●○○○○ ○○○○○ 1 2 3
+ ☐ Dodge	○○○○○ ○○○○○ 1 2 3
+ ☐ Larceny	○○○○○ ○○○○○ 1 2 3
+ ☐ Stealth	○○○○○ ○○○○○ 1 2 3

Eclipse
☐ Bureaucracy	○○○○○ ○○○○○ 1 2 3
☐ Linguistics	○○○○○ ○○○○○ 1 2 3
+ ☐ Ride	○○○○○ ○○○○○ 1 2 3
☐ Sail	○○○○○ ○○○○○ 1 2 3
☐ Socialize	○○○○○ ○○○○○ 1 2 3

Crafts

Craft - Air	●●●○○ ○○○○○
Craft - Earth	●●●●○ ○○○○○
Craft - Fire	●●●●○ ○○○○○
Craft - Water	●○○○○ ○○○○○
Craft - Wood	●○○○○ ○○○○○
_____	○○○○○ ○○○○○
_____	○○○○○ ○○○○○
_____	○○○○○ ○○○○○
_____	○○○○○ ○○○○○

Specialties

Martial Arts - JiuJitsu / Grappling	●○○
Martial Arts - Kickboxing	●○○
Craft - Craft Machination	●●○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

+ : This ability is commonly affected by mobility penalty.

123: Dark numbers indicate known Excellencies for this ability.

Willpower

● ● ● ● ● ○ ○ ○ ○ ○

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Intimacies

Deep curiosity -- wants to dissect things and take them apart to see how they work., Compulsive tinkerer -- has to be building something or working on a project. Can't sit idle., No tolerance for stupidity -- everything can be explained with enough thought and experimentation.

Social Combat

Join Debate [4]   Dodge MDV [5]

Attack	Speed	Honesty Attack/MDV		Deception Attack/MDV		Rate
Presence	4	2	1	1	1	2
Performance	6	2	1	1	1	1
Investigation	5	2	1	1	1	2

Common Actions
Action	Speed	DV
Join Debate	5	None
Attack	Above	-2
Monologue	3	-2
Miscellaneous	5	-2

Common DV Modifiers
Source	Modifier
Appearance	Difference
Motivation	+/- 3
Virtue	+/- 2
Intimacy	+/- 1

Arsenal

Name	Speed	Accuracy		Damage			Defence		Rate	Range	Tags
Punch	5	+1	11	+0	3	B	+2	6	3		N
Kick	5	+0	10	+3	6	B	-2	4	2		N
Clinch	6	+0	10	+0	3	B	+0	5	1		C,N,P

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob.Pen.	Fatigue
Natural Soak	1	0					
Effective	1	0	0	0	0	0	0

Movement & Health

Move	Dash	Jump (H/V)		Health Levels
5	11	6	3	-0
4	10	4	2	-1
3	9	2	1	-2
1	7	0	0	-4

Yards | Accounts for wound & mobility pen.   Incap.

Health Levels boxes: -0 (☐☐), -1, -2, -4, Incap., Dying

Rules

- **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
- **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
- **Marking Damage:**

☑ Bashing ☒ Lethal ☒ Aggravated

Combat

Join Battle [4]   Dodge DV [5]   Knockdown [2] [6] Threshold / Pool   Stunning [1] [2] Threshold / Pool

Order of Attack Events
1. Declare Attack
2. Declare Defence
3. Attack Roll
4. Attack Reroll
5. Subtract Penalties/Apply Defenses
6. Defence "Reroll"
7. Calculate Raw Damage
8. Apply Hardness & Soak, Roll Damage
9. Counterattack
10. Apply Damage, Knockdown & Stunning

Full combat rules on pages 140-158.

Knockdown

Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.

Stunning

Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.

Common Actions
Action	Speed	DV Pen
Join Battle	Varies	None
Ready Weapon	5	-1
Physical Attack	Varies	-1
Coordinate Attack	5	None
Aim	3	-1
Guard	3	None
Move	0	None
Dash	3	-2
Miscellaneous	5	Varies
Jump	5	-1
Rise from Prone	5	-1
Inactive	5	Special

Inspired by Voidstate
http://www.voidstate.com

Created with Anathema ©2007-2016
http://anathema.sf.net

Exalted ©2007-2016 by CCP hf
http://www.white-wolf.com

Backgrounds

Background	
Mentor (Father was skilled workman.)	○○○○○ ○
Mentor (Mother was highly educated researcher.)	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○

Possessions

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Languages

Low Realm
_____
_____
_____

Experience

0 total - 0 spent = 0 banked

Generic Charms

	Archery	Martial Arts	Melee	Thrown	War	Integrity	Performance	Presence	Resistance	Survival	Craft	Investigation	Lore	Medicine	Occult	Athletics	Awareness	Dodge	Larceny	Stealth	Bureaucracy	Linguistics	Ride	Sail	Socialize
Third (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Second (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○
First (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Craft					
Durability-Enhancing Technique	3 m	Simple (6 LT, -1)	Instant	Combo-OK, Touch	Ex2, 211
Design Beyond Limit	None	Permanent	Permanent	Mirror	DFA2, 60
Craftsman Needs No Tools	7 m, 1 wp	Supplemental	Instant	Combo-OK	Ex2, 213
Object-Strengthening Touch	5 m	Simple (5, -1)	One scene	Combo-OK, Touch	Ex2, 211
Resistance					
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
(Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242