Mode 0000000 Hunder 00000000 Craft		Taipuv	va Olki		Ess	ence
Attributes Attributes Strength ●●●●●● ●●●●●● Strength ●●●●● ●●●●● Strength ●●●●● ●●●●● Application ●●●●● ●●●●● Marcial Ats ●●●●● ●●●●● Marcial Ats ●●●●● ●●●● Marcial Ats ●●●●● ●●●● Marcial Ats ●●●●● ●●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●●● ●● ●●● ●● ●● ●● ●● ●● ●● ●● ●●	Concept: Martial Arts Master		Caste: Dawn			
Tempation Compation Compation <t< th=""><th>Motivation: Perustaa paras ta</th><th>istelulajikoulu ja opettaa</th><th>siella parasta, itse kehittamaani, tyyl</th><th>isuuntaa.</th><th>Peripheral Pool 3</th><th></th></t<>	Motivation: Perustaa paras ta	istelulajikoulu ja opettaa	siella parasta, itse kehittamaani, tyyl	isuuntaa.	Peripheral Pool 3	
Summa O Convertion Value Charlina O <th>Strength</th> <th>●●●●○ ○○</th> <th>Compassion Te ● O O O O ●</th> <th></th> <th> Cause Caste Mark to glov Cause anima to glow brig </th> <th>v brightly (1 mote) ht enough to read by (1 mote)</th>	Strength	●●●●○ ○○	Compassion Te ● O O O O ●		 Cause Caste Mark to glov Cause anima to glow brig 	v brightly (1 mote) ht enough to read by (1 mote)
Appendix Image: Construction of the cons			Conviction	Valor	Know the precise time of	day (1 mote)
Procession Procession <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
Archary 000000000000000000000000000000000000	Intelligence	●●000 00			8-10Coruscant Aura11-15Brilliant Bonfire	Impossible Impossible
900			Willpower			-
<pre> Integrity</pre>	Martial Arts Melee Thrown	●●●●● 00 ●0000 00 ●●000 00			Attack Speed Harmonic Presence 4 Performance 6	Deception tack/MDVRate213221321321
Craft OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	Performance	00000 00 00000 00	Taistelulajit		Common Actions Action Speed DV Join Debate 5 None Attack Above -2 Monologue 3 -2	Common DV Modifiers Source Modifier Appearance Difference Motivation +/- 3 Virtue +/- 2
Medicine ••••••••••••••••••••••••••••••••••••	Craft	0000000		Speed Accuracy	Damage Defence	
Mwareness Model Mareness Model	Medicine Occult	•••00 00 00000 00	Kick Clinch	5 +0 10 6 +0 10	+3 7 B -2 4 +0 4 B +0 5	2 N 3 1 C,N,P
Bureaucracy 0000000 Linguistics 0000000 Socialize 00000000 Crafts Close Combat Craft - Kar 00000000 Craft - Sarth 00000000 Craft - Sarth 00000000 Craft - Sarth 000000000 Ocococcoccoccoccoccoccoccoccoccoccoccocc	Awareness → Dodge + □Larceny	●●●●● 00 ●●●00 00 00000 00				
Craft - Air OOOOOOOO OO O	Bureaucracy Bureaucracy Linguistics H Ride Sail Socialize	00000 00 ●000 00 00000 00 00000 00	Natural Soak	Soak (E	Hardness Hardness 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Craft - Earth OOOOOOOO OOO OOO OOO OOO OOO <td></td> <td>00000 00</td> <td></td> <td>Movement</td> <td>& Health</td> <td></td>		00000 00		Movement	& Health	
Subtract Mob. Pen. Twice for h. jump. Incap. □	Craft - Fire Craft - Water	00000 00 00000 00 00000 00 00000 00	5 11 18 9 4 10 16 8 3 9 14 7	Health Levels -0 -1 -2	Rules Health: E per 3 hours. -0 - 6 hours week; Incap: itmes if not r itmes if not r at the same magically. Death an by Lethal or by Lethal or	Lethaï damage healing rate varies (; -1 = 2 days; -2 = 4 days; -4 = 1 caltated = 1 week). Double these esting. Aggravated damage heals rate as lethal but cannot be healed d Dying: If characters incapacitated Aggravated suffer further damage,
Martial Arts - 7-section staff Image: Constraint of the constration of the constrated constraint of the constraint of the constr					Dying + Marking	Damage:
OOO Order of Attack Events 1 Declare Attack 2 OOO OOO OOO	Specialtie			Com	bat	
OOO 000 1. Declare Attack 2. Declare Otefence 3. Attack Roll 3. Attack Roll 4. Attack Roll 3. Attack Roll 5. Subtract Penalties/Apply Defenses 6. Defence 'Renoll' Calculate Raw Damage 3. Attack Roll 4. Attack Roll 3. Attack Roll 5. Subtract Penalties/Apply Defenses 6. Defence 'Renoll' Calculate Raw Damage 3. Attack Roll 4. Attack Roll 3. Attack 5. Subtract Penalties/Apply Defenses 6. Defence 'Renoll' 6. Defence 'Renoll' 5. Subtract Penalties/Apply Defenses 6. Defence 'Renoll' 5. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage 5. Apply Parmage, Knockdown & Stunning Full combat rules on pages 140-158. Therschold in a single blow must make a reflexive Stun Threshold in a single blow must make a reflexive stun roll (damage - Itacke rext acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls. Jump 5 - 1 Full combat rules on pages 140-158. Created with Anathema @2007 Exalted @2007 by White Wolf,	Martial Arts - 7-section staff	000		-Mob.Pen	Threshold / Pool	Threshold / Pool
This admity is commonly anected by mobility penalty. Created with Anathema ©2007 Exalted ©2007 by White Wolf,		000 000 000 000 000 000	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	Characters are knocked d more raw damage than th Threshold. Roll Knockdow Rising from prone requires characters take a -1 extern nonreflexive physical rolls Stunning Characters who suffer mo damage than their Stun TI blow must make a reflexiv Stamina) or be stunned un acts. Stunned characters i	wm if an attack deals in Knockdown n Pool (2) to avoid. an action, Prone al penalty to all reshold in a single 5 Sturn oll (damage- til their attacker next Niscellan Jump	Speed DV Pen apon 5 -1 Attack Varies -1 attack 5 None 3 -1 -1 None 3 -2 eous 5 -1 Prone 5 -1
ntp://www.white-wolf.		noonity penalty.				Exalted ©2007 by White Wolf, In http://www.white-wolf.cor

	Backgrounds	Possessions	Languages
Face	●●●○○		Riverspeak, Old Realm, High Realm
Resources	●●000		
Artifact	●●000		
	00000		
	00000		
	00000		Experience
	00000		
(00000)		0 total - 0 spent = 0 banked
<u> </u>			

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
First (Ability) Excellency	0	ullet	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Second (Ability) Excellency	0	0	Ο	0	0	Ο	0	0	Ο	0	0	0	Ο	0	Ο	0	0	Ο	0	0	Ο	0	0	0	0
Third (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Infinite (Ability) Mastery	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(Ability) Essence Flow	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

		C	harms		
Name	Cost	Туре	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
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Athletics					
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
Resistance					
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
Awareness					
Surprise Anticipation Method	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 226
Dodge					, -
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
Reflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
(Celestial) Mantis Style					,
Leaping Mantis Technique	3 m	Reflexive	Instant	Combo-OK, Obvious	SotM, 97
Mantis Form	6 m	Simple (3, -1)	One scene	Form-Type (MA)	SotM, 97
Iron-Arm Block	3 m	Reflexive (2)	Instant	Combo-OK	SotM, 97
	0111	relievive (2)	motant		00111, 07
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